

ARCHITECTURE DEPARTMENT

CHINESE UNIVERSITY OF HONG KONG

MASTER OF ARCHITECTURE PROGRAMME

2002-2003

DESIGN REPORT

**AN EVOLUTION CONCERNING COARSENING
OF THE URBAN GRAINS IN MONG KOK DISTRICT**

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May 2003



CONTENTS

	Page
THESIS STATEMENT & INTRODUCTION	1
URBAN GRAINS	2
THESIS PROPOSAL	3
THE PROJECT	4-9
With Outling Zoning Plans (1990 & 2000)	
Main issued researched & Special objectives on this thesis	10-11
SITE ANALYSIS	12-43
1 Content page	12
2 District Level	13-22
3 Street Level	23-34
4 Building Level	35-41
5 Site selection	42-43
DESIGN PART	44-46
6 Design issues	
7 District methodology	
8 The program	
9 Design tectonics	
10 Site selection	
DESIGN DEVELOPMENT	47-50
11 Stage 1 - sketches	47
12 Stage 2 - Sketches	48
13 Stage 2- A preliminary thought on site planning	49
14 Stage 3 – Test on service planning configuration	50
DESIGN CONCEPT	51-59
15 Merged organism growing in future	51-52
16 Concept 1 – Mong Kok under 7 storeys	53-54
17 Concept 2 -- Software & Hardware	55-57
18 Concept 3 – Façade Coverage	58-59
PROGRAM / FUNCTIONAL SPACES DESIGNED	60-61
FIANL DRAWINGS- FLOOR PLANS	62-65
BUILDING SECTIONS	66
DIAGRAMS & EXPLANATORY SECTIONS	67-74
The DESIGN AS SUMMARY	75
REFERENCES & ACKNOWLEDEMENTS	76

THESIS STATEMENT

Concerning about the Coarsening of Urban grains in Mong Kok

While as:

Coarsening of grains is the loss of complexity

Coarsening of grains is the loosening of fabrics

Coarsening of grains is the loss of tension

Thus, the concern is not to criticize such scenario, but to pertain what is loss due to this adverse phenomenon.

INTRODUCTION

Every city is aging with the shape of it developed continuously. In the thesis, it is aimed to analyze, study and implement the relationship between urban fabric and human activities in an extreme urban district from a renewal approach.

There is always contradiction and isolation between the private developers and the public sector regarding the urban renewal objective and approach. The public sector, for instance the Planning Department, the Urban Renewal Authority, usually have a big picture in how to rebuild the city. Plans designed tend to integrate the old region with the new development, improve the living environment, produce as least interference to the existing people as possible, create more open space and preserve the social-economical condition of the city. These are general criterion in a renewal project. However, in most of the cases, individual sites will be tendered to private developers while they will mainly focus on profit-making design and probably do not follow these criterion. They will focus on making the most GFA, the higher the building, etc. It results in discrete buildings extruded out of an old low-rise district. Also, this lead to more isolation of individual developments and to the existing old urban fabric. Ironically, sometimes a new development will even destroy the previous neighbourhood such as some market streets, local gathering places and community places.

Thus, the thesis is trying to design an evolution concerning the coarsening of urban grain, at the same time how can the new developments merge / integrate / connect to the old fabric? Is there a methodology or a design process to hint the future renewal projects on how they can consider the following issues?



The grains in Mong Kok in the old days are very small, due to old residential buildings which are mainly low rise buildings. They are built during the pre-war periods to the 60's. The streets are closely related to each other by the heavy industrial and commercial business in the district. People move along the streets, cross over and penetrate into the buildings in short routes. The urban fabric are being closely bound together.

However, due to advanced technology and numerous urban renewal, as well as modifications to the building regulations, large buildings tend to take over space in Mong Kok. Huge scale commercial developements start to take away the intimate relation in the urban fabric.

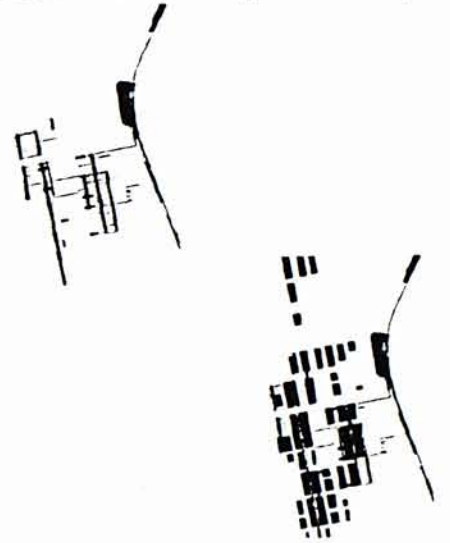
Sometimes, bridges help to connect different communities together in a way to enhance movement again. But the mode of movement is already changed.

As the city is growing, the building masses tend to be growing as well.

Finally, a scenario of limited and restricted connections to different communities of big developments will be expected.

Will the character of Mong Kok lose?

It is a good attempt to learn from the social and communal history, while incorporating new design methods so as to maintain or sustain the urban life and to hold the urban fabric together in the long run.



URBAN GRAINS

An illustration of the growth of urban grains in Mong Kok

Hong Kong - Segment line City

1. coastline repeatedly modified by reclamation
2. famous streets
3. cliff lines

Famous streets in Hong Kong

- declares strong originality
- reflects history of development and structure of the metropolis of Hong Kong
- sense of neighbourhood



An evolution

In a multi-faceted city such as Hong Kong, there should be a place for both order and disorder, permanent reference and random happening, innovation and tradition, visual stimulation and architectural idiosyncrasies, but how can these be integrated together? Should they be happening by chance or designed?

In the thesis, it is aimed to analyze and study, hence to implement a relationship between the old urban fabric and human activities with the new urbanized context from a renewal approach.

Mong Kok is chosen directly and indirectly, personally and generally, instinctually and logically, rationally and irrationally, reasonably and randomly, and most of all, just like it's own characteristics, within a mixed and complex group of issues. It is a place rich in content and context. It is a place of belonging to Hong Kong people. It is a place full of controversies and disputes. It is a place to make one excited and nervous. It is a place full of possibilities and constraints. It is a place full of imagination and conservation.

Mong Kok itself is characterized by it's unique identity.

Recognition of Mong Kok is necessary. And recognition is the idea of preserving, whenever possible.

Yet, it is not an isolated example. It is desirable to treat city problems as a whole. I believe instead of assuming that because the social, economic, and physical phenomena of a city is interrelated in their functioning, it is a better idea to try to deal with them in a coherent way, so that the changes in one realm will inevitably transform other realms of city life in a structured and well-planned manner. Mong Kok is therefore a sparkling point of this essential urban strategy.

It is hoped to achieve an integration of communal life and the urban area, provided to carry out renewal processes if necessary: it is a challenge of how the new urbanized district mixes with areas of disorderly and irregular occupation.

At the same time, it is also an exploration of new modes of urban organization through which urban life can become richer and more life-affirming. The design is an urban strategy in which (an) urban structures are designed as a transitional media for local planners and private developers to inter-relate their aims and principles when working in urban

renewal developments or entire new projects. Such design also helps to preserve the urban and spatial diversity characterized mainly by cultural, socio-economic and architectural differences. Consequently, Mong Kok is not removed to another area, and urbanization is achieved by understanding the urban area as part of the city and not as an isolated organism.

Mong Kok is chosen as a starting point of the evolution.

THESIS PROPOSAL MONG KOK

THE PROJECT

1 Existing Scenario

At present, there are about 9 300 private buildings in the Metro Area (i.e. Hong Kong Island, Kowloon, Tsuen Wan and Kwai Tsing) which are 30 years' old and above. In ten years' time, the number of buildings over 30 years' old will increase by 50%. The problem of ageing buildings is most serious in older urban areas.

Planning guidelines and regulatory rules

There is always contradiction and isolation between the private developers and the public sector regarding the urban renewal objective and approach. The public sector, for instance the Planning Department, the Urban Renewal Authority, usually have a big picture in how to rebuild the city. Plans designed tend to integrate the old region with the new development, improve the living environment, produce as least interference to the existing people as possible, create more open space and preserve the social-economical condition of the city. These are general criterion in a renewal project. However, in most of the cases, individual sites will be tendered to private developers while they will mainly focus on profit-making design and probably do not follow these criterion. They will focus on making the most GFA, the higher the building, and the more the commercial tenants they can gain. It results in discrete buildings extruded out of an old low-rise district. Also, this lead to increased isolation of individual development and the existing old fabric. Ironically, sometimes a new development will even destroy the previous neighbourhood such as some market streets, local gathering places and communal spaces. To make better communal use of the technology and building regulations, we shall need to reverse certain assumptions about building massive cities.

Urban Renewal aims

Tackling the problem of urban decay

To address the problem of urban decay and to improve the living conditions of residents in dilapidated urban areas, the Urban Renewal Authority Ordinance (Chapter 563) was enacted in July 2000. The Ordinance provides a new institutional framework for carrying out urban renewal. The Urban Renewal Authority (URA) was established on 1 May 2001.

In an urban renewal programme, important goals include: redevelopment of some ageing or dilapidated buildings, improvement of the environmental quality, rehousing of tenant households, provision of open space, community and welfare facilities, provision of schools, enhancing the townscape with attractive landscape and urban design, providing purpose-built housing for groups with special needs, such as the elderly and the disabled, promoting sustainable development in the urban area, promoting the rehabilitation of buildings in need of repair, preserving buildings, sites and structures of historical, cultural or architectural interest, etc

1.1 Site observations

Urban renewal is not a "slash and burn" process. A comprehensive and holistic approach should be adopted to rejuvenate older urban areas by way of redevelopment, rehabilitation and heritage preservation.

IN particular in such an urban area as Mong Kok, many complicated issues are being involved that during renewal projects, we have to be considerate not only in economic value but social and historical values as well as humanistic values.

People is the primitive source of inspiration how the architecture and the built and live environment should be.

1.2 Site observations (Cont'd)

General

- The district is ageing.
- Old and deteriorating building facades exist in a contrast of newly built buildings in their urban forms
- HANGING OUT “STRUCTURES”
Canopy for shelter, for cooling, for wind protection
- INDIVIDUAL “PAVILLIONS” / “UNITS” BUILT OUT BY ordinary people
Usually the new developers will build huge developments with the a shopping mall/arcade/retailing mostly under the 15m podium, with some commercial program on top of the buildings. So only at the exit area they may consider to provide shelter and the other parts of the façade will be flushed.
- Major Building types built during different periods have very different profile in terms of façade, spaces connected to the streets, spaces connected to each other and the coverage of the site also changed (become less) at the ground level significantly.
- Openness and transparency of the internal life of the buildings are enhanced by display of salon, some studio and book stores. It is successful as to reduce human isolation and enhance visual connection.
- Due to the pedestrianisation strategy of the streets, the time that the vehicles and human beings use the place and have different activities are separated.
- Both are repetition of storeys, contrast between order and disorder.
- There is also a problem dealing with most residential buildings in Hong Kong. The façade seems to be modular and monotonous. However in Mong Kok, it's not so obvious since most of the attention is not to the buildings themselves.
- The treatment of hiding the mezzanine floor is usually by putting billboards, signage, etc even repeatedly. Due to visual perception in between a narrow street, they have to be very big and exaggerated.
- Inadequate open space and green space. Even there is, they are mostly left-over spaces after construction, intermediate spaces for circulation, dark and dangerous spaces with unwell environmental condition, spaces far away from the community and so on.
- The commercial shops will extend and occupy the space on the streets, alleyways, and some other platforms, for the sake of future illegal extension, storage and business.

Housing

- No public housing is one of the main characteristics of Mong Kok
- Usage mixed up, confused with their functions, etc.
- Very high density
- Multi-storeys, about 1/3 is commercial and residential mixed use, of which the lower 3 levels are commercial usage.
- A complex community with residential, industrial, commercial and storage.

Markets

- There are 7 markets including
 1. Fa Yuen Street Market
 2. Tai Kok Tsui Temporary Market
 3. Soy Street Temporary Food Market
 4. Nelson Street Temporary Food Market
 5. Mong Kok Market
 6. Boundary Street Market
 7. Tong Mei Road Temporary Market
- The Lands Department (土地發展局) plans to develop a food market in the Redevelopment plan of Argyle St / Portland St/ Shantung St / Reclamation St.

Libraries

- 1 Standard district library (1500 m2) in the Fa Yuen Street Urban Council Building
- 1 small library in Tai Kok Tsui

Problems / Weakness in Mong Kok

- Traffic and busy construction work - Noise pollution, Air pollution
- Lack of parking spaces
- Illegal parking
- Illegal hawkers
- Life threatening illegal structures
- Crime
- Congested pedestrian and vehicular circulation
- Lack of public facilities especially WC
- Extra numbers of schools in the district, attracting students from other districts

2 Government development strategies

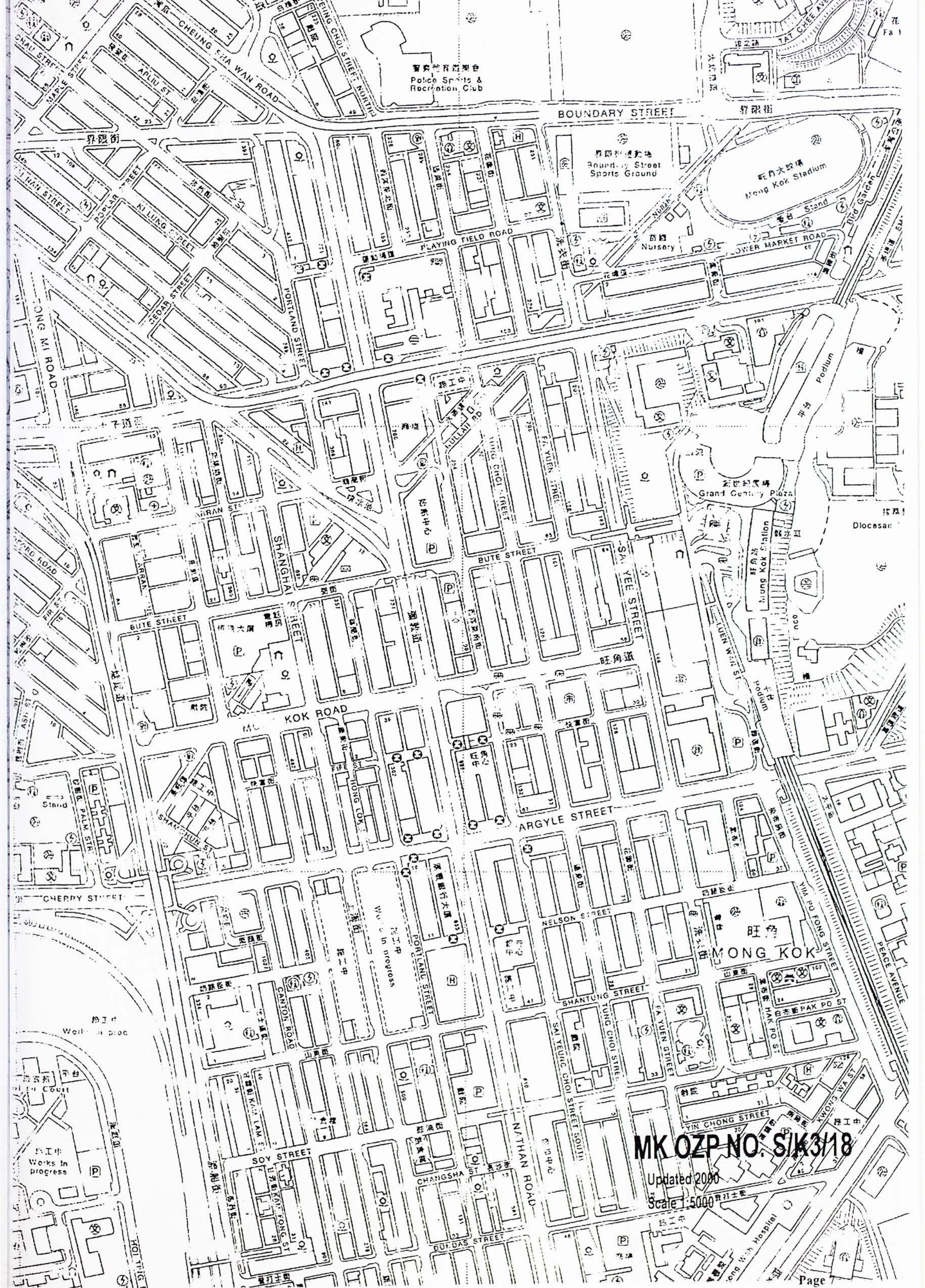
Updated until March 1994, the following areas are under consideration of urban renewal planning:

1. Sai Yeung Choi Street and Nathan Road
2. Soy Street
3. Argyle Street / Reclamation Street / Shantung Street / Portland Street

3 Outline Zoning Plan – Mong Kok

Reference : Kolwoon Planning Area No. 3
~Draft Mong Kok Outline Zoning Plan No. S/K3/18

Statutory Plan Name:	Mong Kok OZP
Statutory Plan Number:	S/K3/18
Area:	1465220m²



MK OZP NO. S/K3/18

Updated 2000

Scale 1:5000



BOUNDARY STREET

界限街

Mong Kok Stadium

FLOWER MARKET ROAD

MONG KOK ROAD

ARGYLE STREET

MONG KOK

MK OZP NO. S/K3/18

Updated 1900

Scale 1:5000

Some other principles of urban planning

What should be the new visions of urban renewals?

"...the writings of such urbanists as Charles Abrams, Jane Jacobs, Marc Fried, and Herbert Gans have by now made us painfully aware of how much is destroyed in the lives of real people for the sake of realizing some abstract plan of development or renewal"

Richard Sennett

Fried, for example, in his superb essay "Grieving for a Lost Home" has documented the feeling of sudden emptiness among a group of ordinary city dwellers who were moved from a decayed area slated for urban renewal into clean, modern, preplanned housing elsewhere in the city. Suddenly people who had developed neighborly contacts, day-to-day associations and loyalties, found themselves made "for their own good". The planner's response to this kind of complaint has been that any social change involves dislocation to someone. It is a result of insulation from the urban region as a totality. There are also results of wide range of research that usually lower middle-class and lower-class people who have been shifted from their old living areas into the new, preplanned communities reveal the same grieving.

A local example can be seen in the tragedy of the "death" of Bird Street in Mong Kok due to the renewal projects along the whole street. The street originally set in a neighborhood with mainly old people living in the area, now being "transferred" to a remote tourist park-like where most of the local residents no longer enjoy it as part of their lives.

Planners' sights should be on the urban whole instead. It is desirable that one part of the urban complex can affect the other parts and then become an integrated planning ideology and form unity. As a result, the whole city fabric is still tied together instead of loosen up after discrete renewals projects.

Thus, a good urban scheme is to establish the concept of integrated and sustainable intervention in such a multidisciplinary and multi-functioning urban area as well as relate the private space to the public space. Also, the cooperation and a common objective between the private sector and the public sector is recommended.

Finally, the right to urbanization is unquestionable, yet, – the matter is no longer merely social or political, but has a spatial, cultural and aesthetic dimension.

The professionals' failure in Urban planning

Hong Kong is not only an extreme example of the case of metropolitan degeneration at the hands of those professionally trained to protect cities, their parks and their open spaces.

Architects and planners, supposedly dedicated to the production of quality in the city, are in collusion with developers, land speculators and governments. The public's sense that even if these professionals aren't against them, they are not for them.

There is a profound hostility, albeit little advertised, between architects and planners, despite their protestations of mutual interest in civic value.

Urban Form

Hong Kong tends to rote to harden all open space from inception with concrete. Hong Kong represents "A Forest of concrete", a city of no escape, of concrete not only all around, but under foot as well with so little open space available.

Main issues researched in the thesis

1 Social issues

1.1 Urban life

1.2 Hong Kong neighborhood

"It is a good idea to plan physical space for predetermined social use because humanistic values must be in a planned relationship to social-economic and political values."
Jane Jacobs

In this case, we need to have detailed and precise evaluation of all potential changes in the social structures. All these changes may interfere with many other issues that are not purely architectural issues. Then, it depends how we distinguish a social problem from an architectural problem. It is always a concern in complex urban renewal projects. Architects may not, usually unable to, be as good masters to deal with a social problem or a social change as sociologists. Thus, the job of architects in urban renewal may seem subtle and small, but has to be so precise and relevant that it works well with other non-architectural issues. Thus, all kind of activities must be designed both as a physical and social structures.

2 Cultural issues

2.1 Activities

We have to respect the culture of any place as they are traces of history and aspiration for the next generations. It is desirable to sustain, in a reasonable degree, the cultural symbol of the district, such as named streets (woman street, sport shoes street, flower street, Shanghai street, etc), street signage, legal and illegal hawkers, street culture such as hot advertising, and the 24-hour operating life style.

3 Historical issues

- 3.1 Hong Kong streets
- 3.2 Mong Kok

Early in the 20th Century, Mong Kok has been developed into a commercial and residential centre. At that time, the Government and other communities did not plan Mong Kok into a self-sufficient district in terms of its community facilities, this leads to uneven usage of the land today.

4 Philosophical issues

- 4.1 Chaos
- 4.2 Order and disorder

"In this last part of the twentieth century, it is not disorder but an excess of order...which threatens our society."
Richard Sennett

When conflict is permitted in the public realm, the product of disorder will be a more free and creative living environment, a greater sensitivity in urban life and a tighter connection of public services to the urban clientele. The effect of conflict is that in extricating the city from preplanned control, men will become more in control of themselves and more aware of each other. This greatly eliminates isolation in the human society and hence increases recognition of each other. That is the justification of disorder. Moreover, it is a relative concept. The use of disorder is to reveal the beauty of order while the success of order is to let disorder happen in certain way. We should see them in a harmonious way.

4.3 Aesthetics

Aesthetics is something subjective. When we see something, we always conform to certain images that we used to share with other people. And also we always refer to the memories of history. Aesthetic is something objective. There are certain rules of the organization of elements, organizations of spaces that is being claimed as such styles, patterns, etc.

5.1 Mong Kok is primarily a commercial district, supported by the light industries and tourism around Tai Kok Tsui. In the eyes of the publics, Mong Kok is also an entertainment and shopping centre. Economic activities have the following characteristics:

- Retail business is most important, yet the buyers are mostly local people instead of tourists
- Wholesaling, Banking, Insurance, Property managing, Share markets, Imports and exports, Professional service, etc have become rapidly active throughout the centuries, turning it into a “money” world.
- Entertainment is famed to be cheap, multi-choices, ever-changing, creative, fancy, trendy and exciting, includes restaurants, fast food, cinemas, game centers, snooker centers, karaoke, cyber cafes, Mahjong centers, night clubs, bars, sauna, discos, photos taking, computer centers, street markets, salons, bookstores, band rooms, sports facilities, jockey club, etc.
- Mong Kok has several traditional wholesaling centers, for instance, egg wholesaling in Kam Lam street, Iron wholesaling in Tai Kok Tsui and Mong Kok West, Building Material wholesaling around Bute Street and Mong Kok Road, and some other Wood and Glass wholesaling around Reclamation Street

Specific objectives

- Fine-tuning Urban Design and Landscape
- Establishing vision statements and proposals.
- Exploring improvements to pedestrian linkages.
- Preparing schematic and detailed urban design.
- Recommending an approach and mechanism for implementation.

SITE ANALYSIS (Factual and Diagrammatic analysis)

1 District Level

- 1.1 Locality in Yau Tsim Mong District
- 1.2 Land Use – Mong Kok Government Zoning plan (Town planning Board)
 - Residential usage only given to private developers
 - About 40% of the land is used as streets and roads, create traffic and noise problems
 - There are 5.4 hectares land for leisure and playground.Recreational facilities include
 - Mong Kok Stadium, Mak Fa Sun Indoor stadium and Football field, Boundary Street Stadium, Lam Bak Yan Center, Fa Yuen Street Urban Building, etcIn general, there are main categories:
 - R- Residential
 - C- Commercial
 - G/IC- Government buildings / Comprehensive development
 - O- Open Space
- 1.3 An observed community Zoning
- 1.4 Landmark buildings
- 1.5 Vehicular and pedestrian network
 - Traffic
 - Very convenient land traffic connections
 - KCRC Mong Kong Station
 - MTR (Mong Kok, Prince Edward and Yau Ma Tei stations)
 - Fixed and regular bus and mini-bus routes
 - Many other over night bus and mini-bus routes
- 1.6 Greenery slots & open space
- 1.7 Building massing with different heights
- 1.8 Urban renewals & many other cases
- 1.9 Six streets re-development

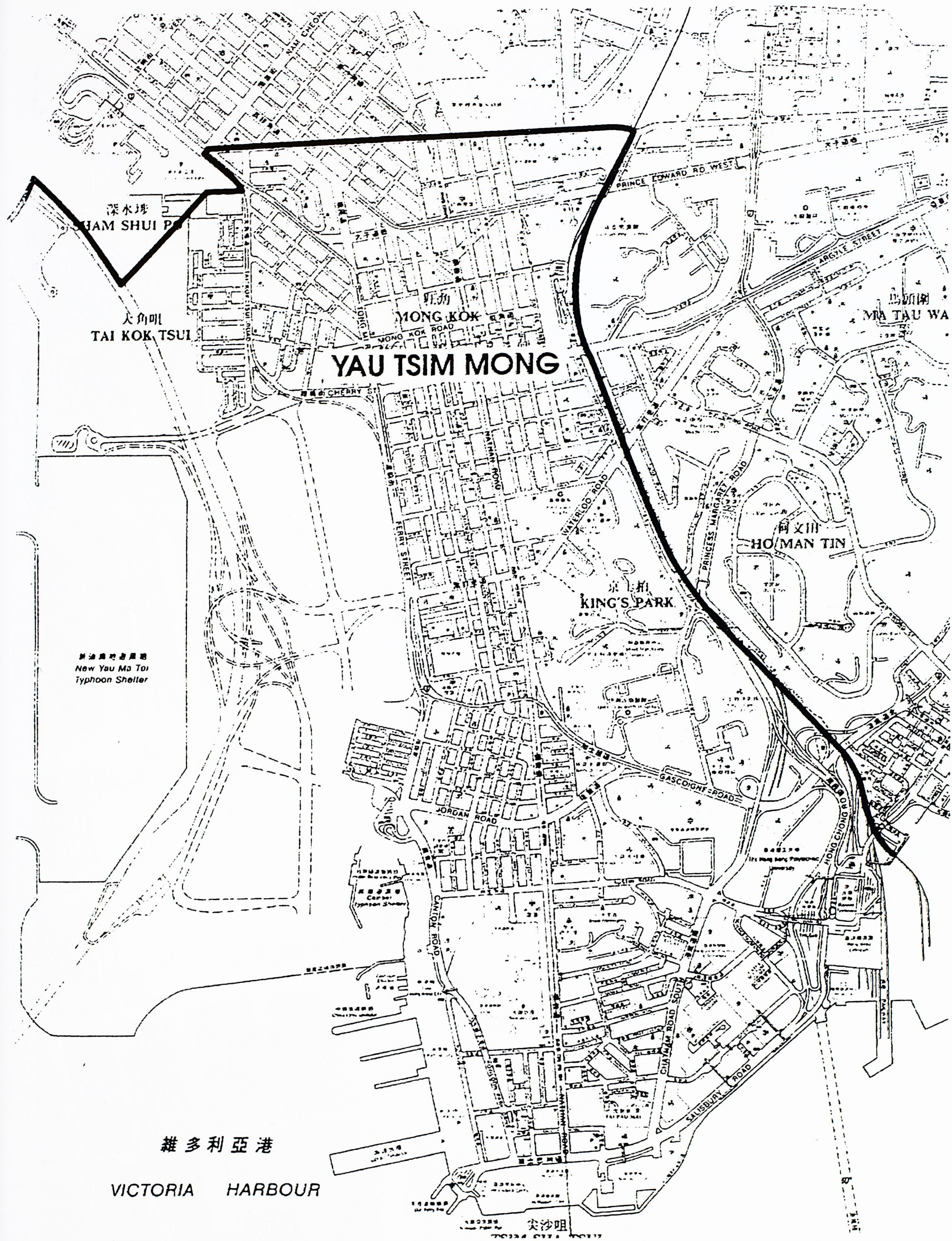
2 Street Level

- 2.1 Facades
- 2.2 Great Street (Overseas examples)
- 2.3 Streetscape (site photos)
 - false ceilings
 - merging fabrics
 - lighting
 - aesthetics
 - display aesthetics
 - urban life
 - street furniture
 - signage
 - corner conditions
 - change in time & space
- 2.4 Possible Activities distribution and configuration with different structures
- 2.5 People
- 2.6 Pedestrianisation
- 2.7 Before & after pedestrianisation

3 Building Level

- 3.1 Building profile
- 3.2 Building section analysis
- 3.3 Building Age

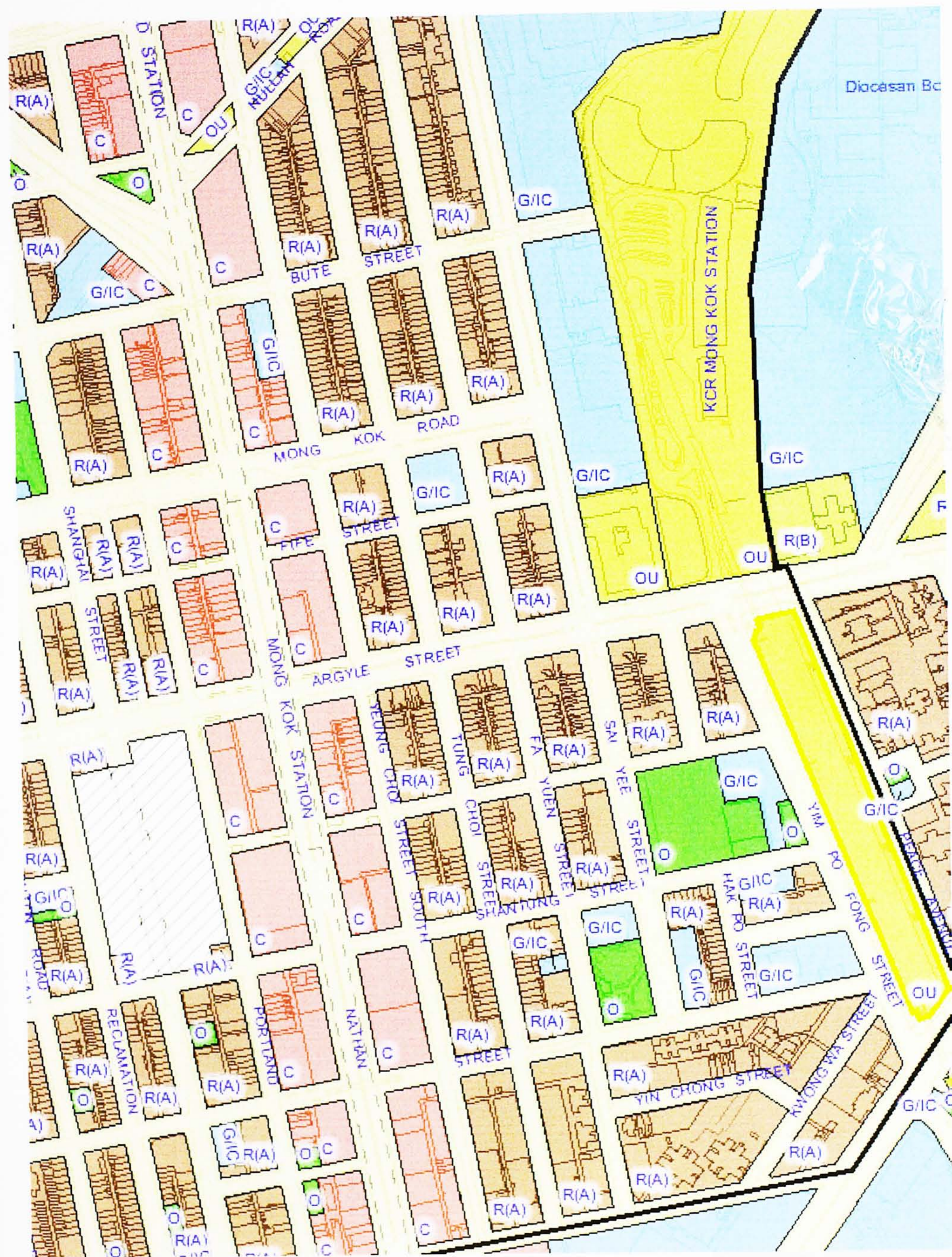
4 Site selection



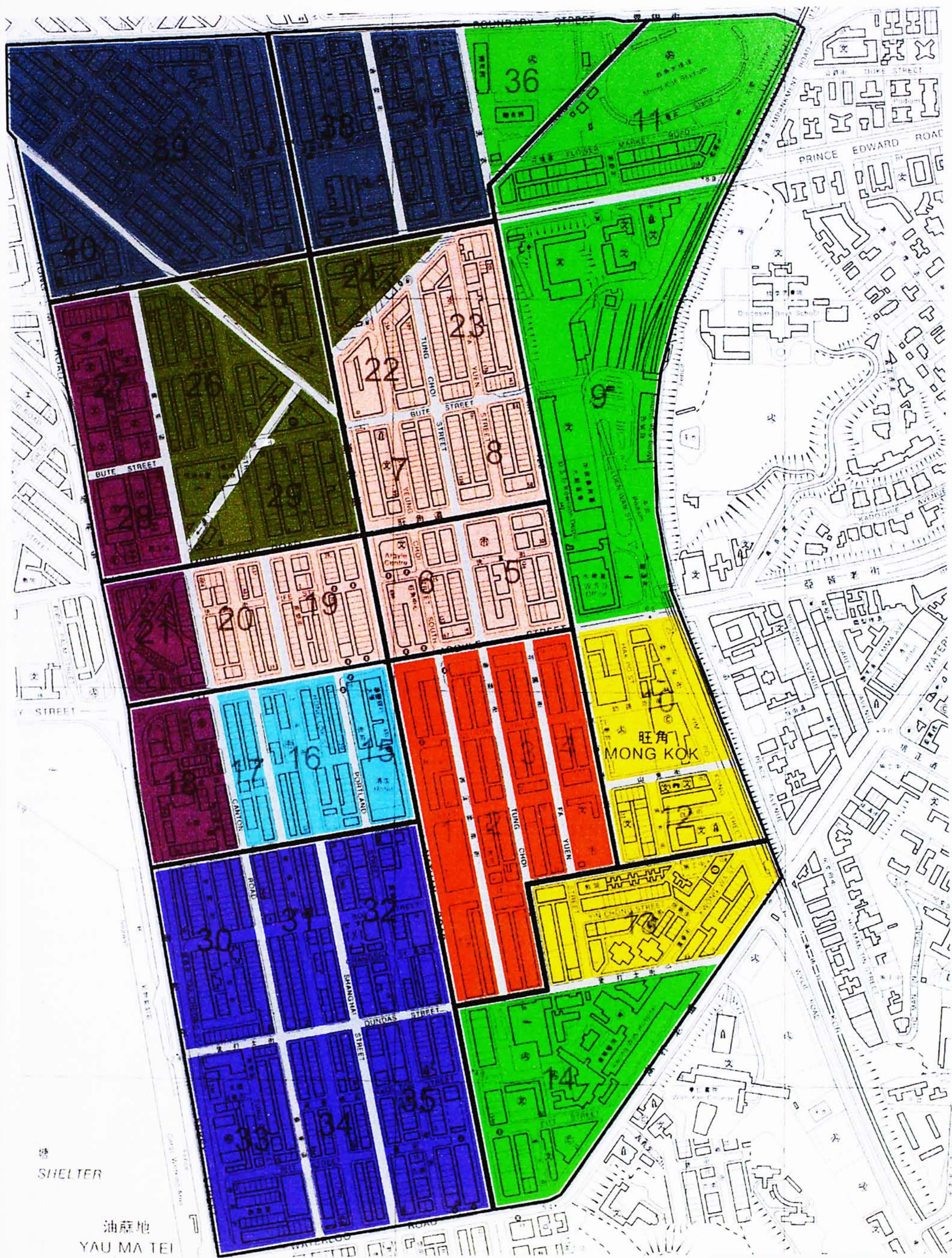
— Boundaries

YAU TSIM MONG DISTRICT BOUNDARIES

YAU TSIM MONG
DISTRICT
BOUNDARY

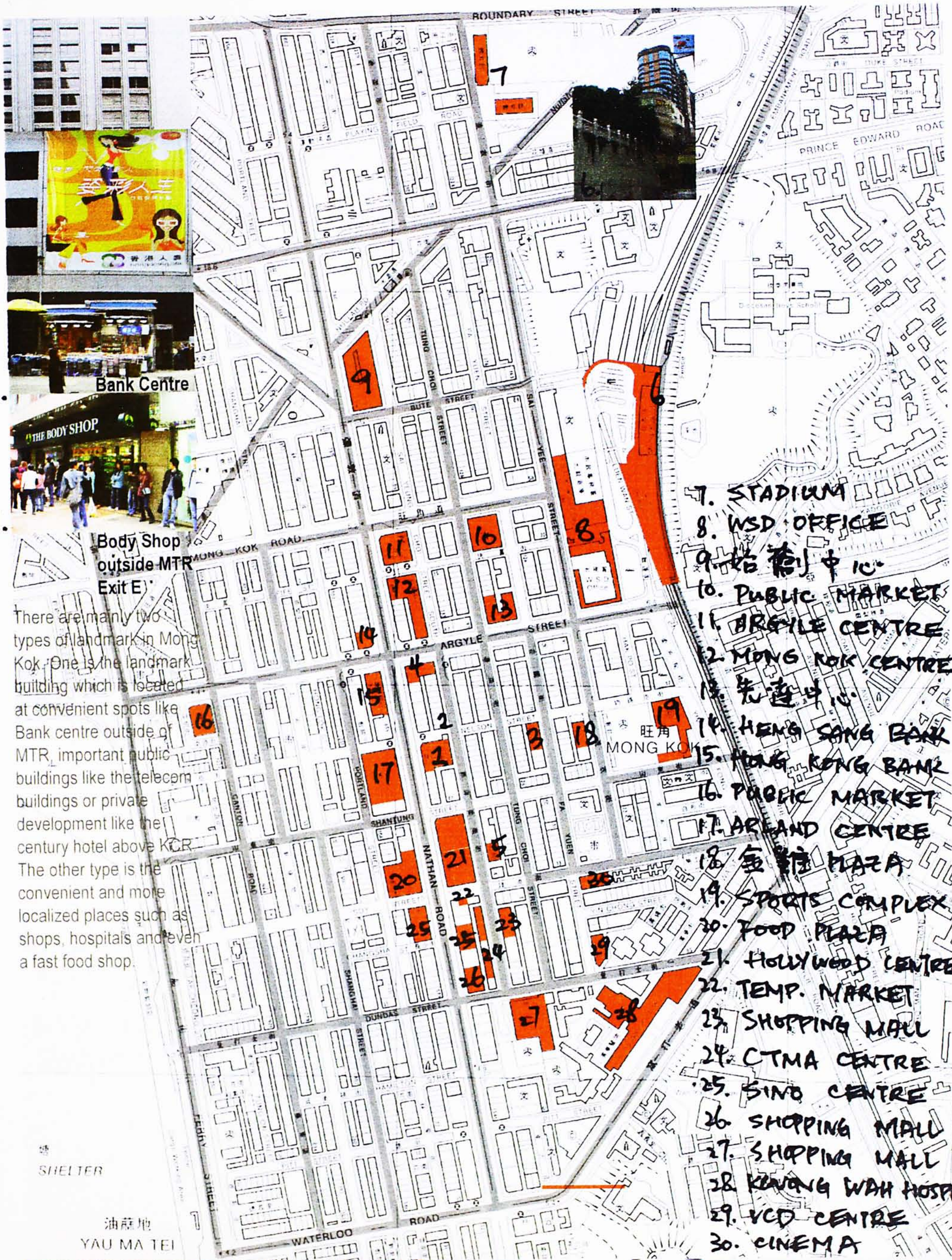


MONG KOK GOVERNMENT ZONING PLAN



SITE ANALYSIS DISTRICT LEVEL

An observed
community zoning



1.

Bank Centre

2.

Body Shop
outside MTR
Exit E

There are mainly two types of landmark in Mong Kok. One is the landmark building which is located at convenient spots like Bank centre outside of MTR, important public buildings like the telecom buildings or private development like the century hotel above KCR. The other type is the convenient and more localized places such as shops, hospitals and even a fast food shop.

油蔴地
YAU MA TEI

3. Mong Kok computer centre

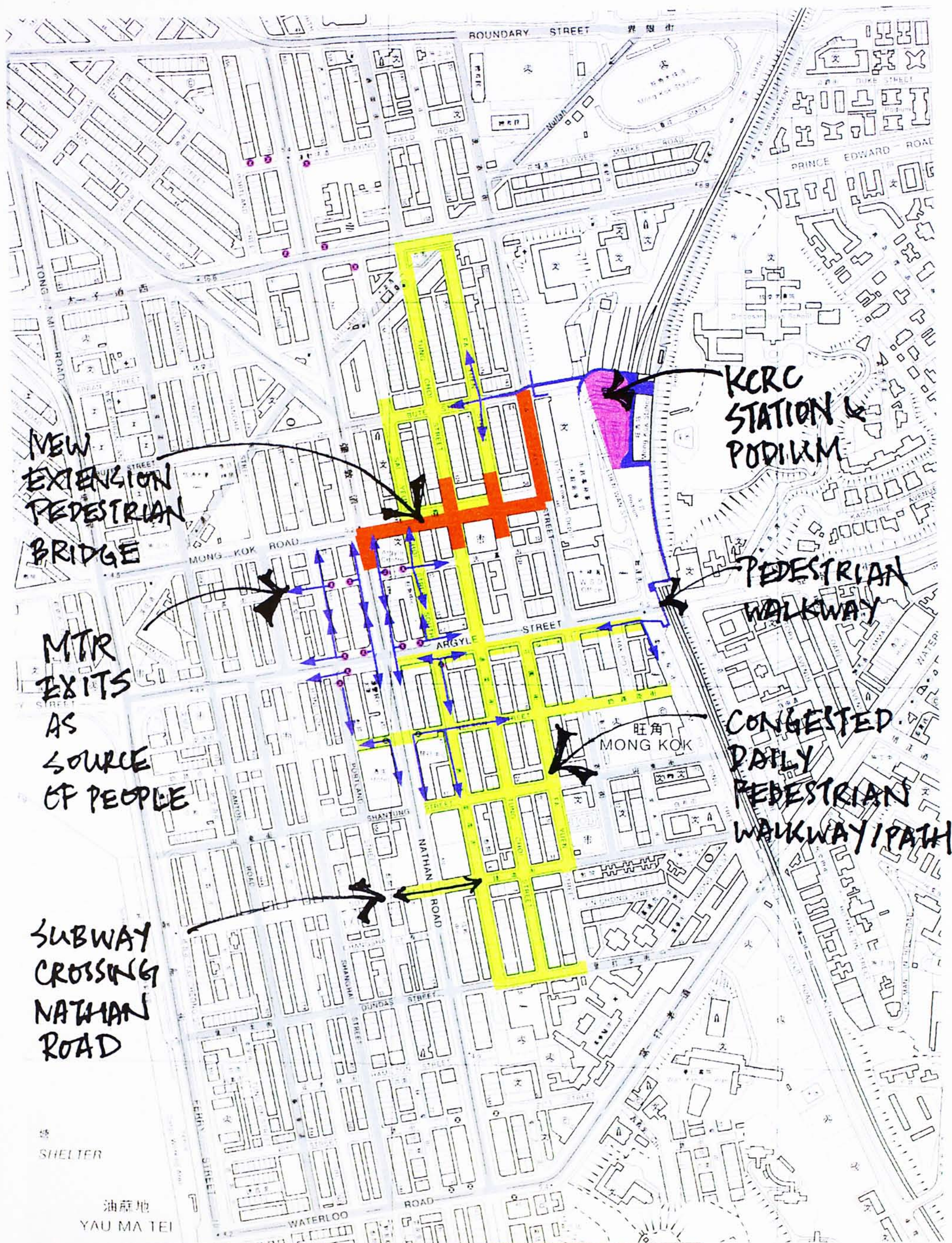
4. Tai Lam electronics

5. Broadway Cinema

7. STADIUM
8. WSD OFFICE
9. 怡和中心
10. PUBLIC MARKET
11. ARGYLE CENTRE
12. MONG KOK CENTRE
13. 先達中心
14. HENG SANG BANK
15. HONG KONG BANK
16. PUBLIC MARKET
17. ARELAND CENTRE
18. 金龍 PLAZA
19. SPORTS COMPLEX
20. FOOD PLAZA
21. HOLLYWOOD CENTRE
22. TEMP. MARKET
23. SHOPPING MALL
24. CTMA CENTRE
25. SINO CENTRE
26. SHOPPING MALL
27. SHOPPING MALL
28. KWONG WAH HOSPITAL
29. VCD CENTRE
30. CINEMA

SITE ANALYSIS DISTRICT LEVEL

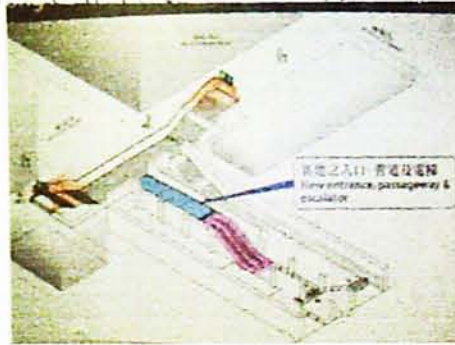
Landmark buildings



1. Pedestrian bridge built by private company

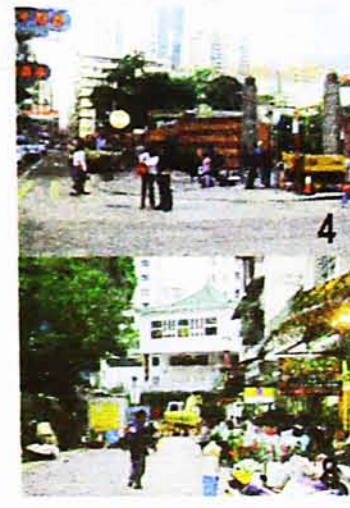


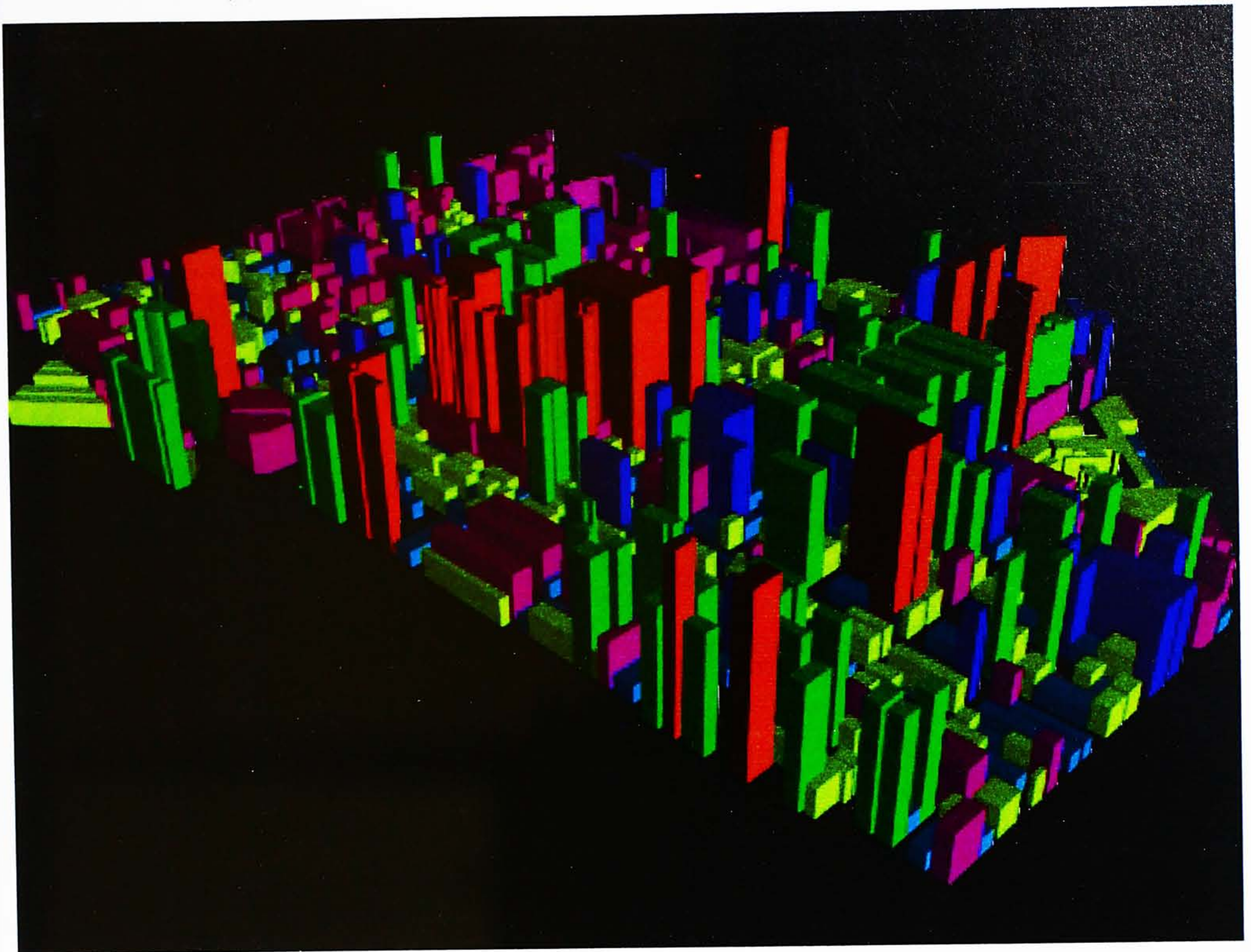
2. MTR extension



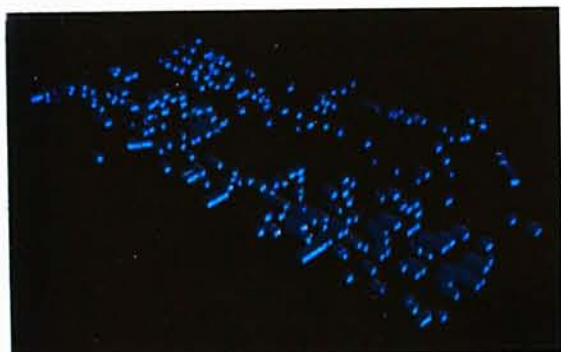
SITE ANALYSIS DISTRICT LEVEL

Vehicular & Pedes-
trian Network

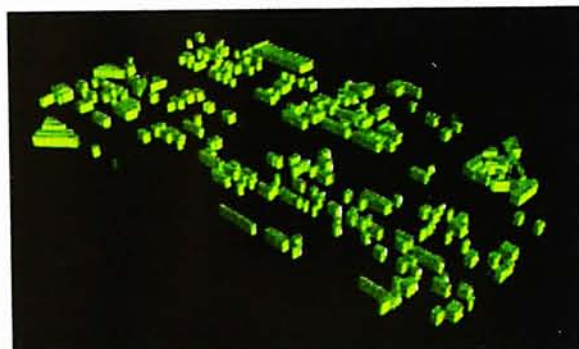




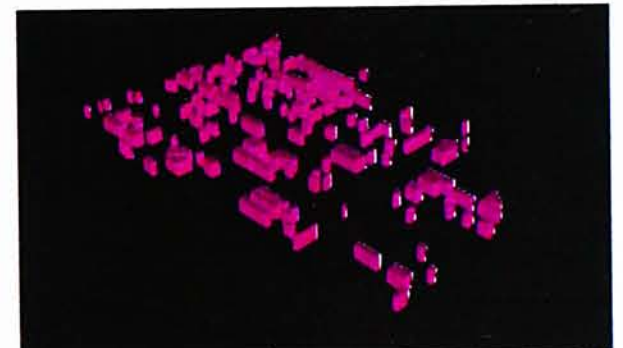
The whole model of building massing in Mong Kok



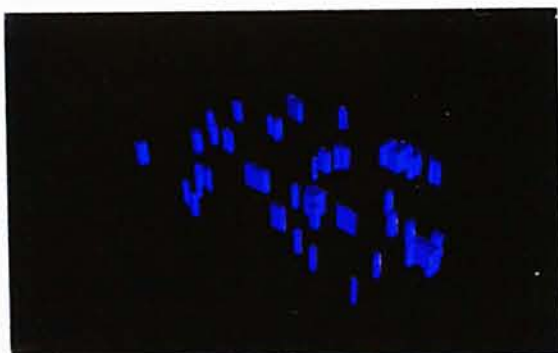
3-5 storeys high



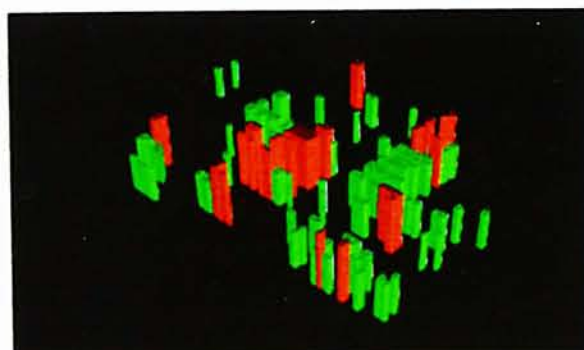
6-9 storeys high



10-15 storeys high



16-20 storeys high



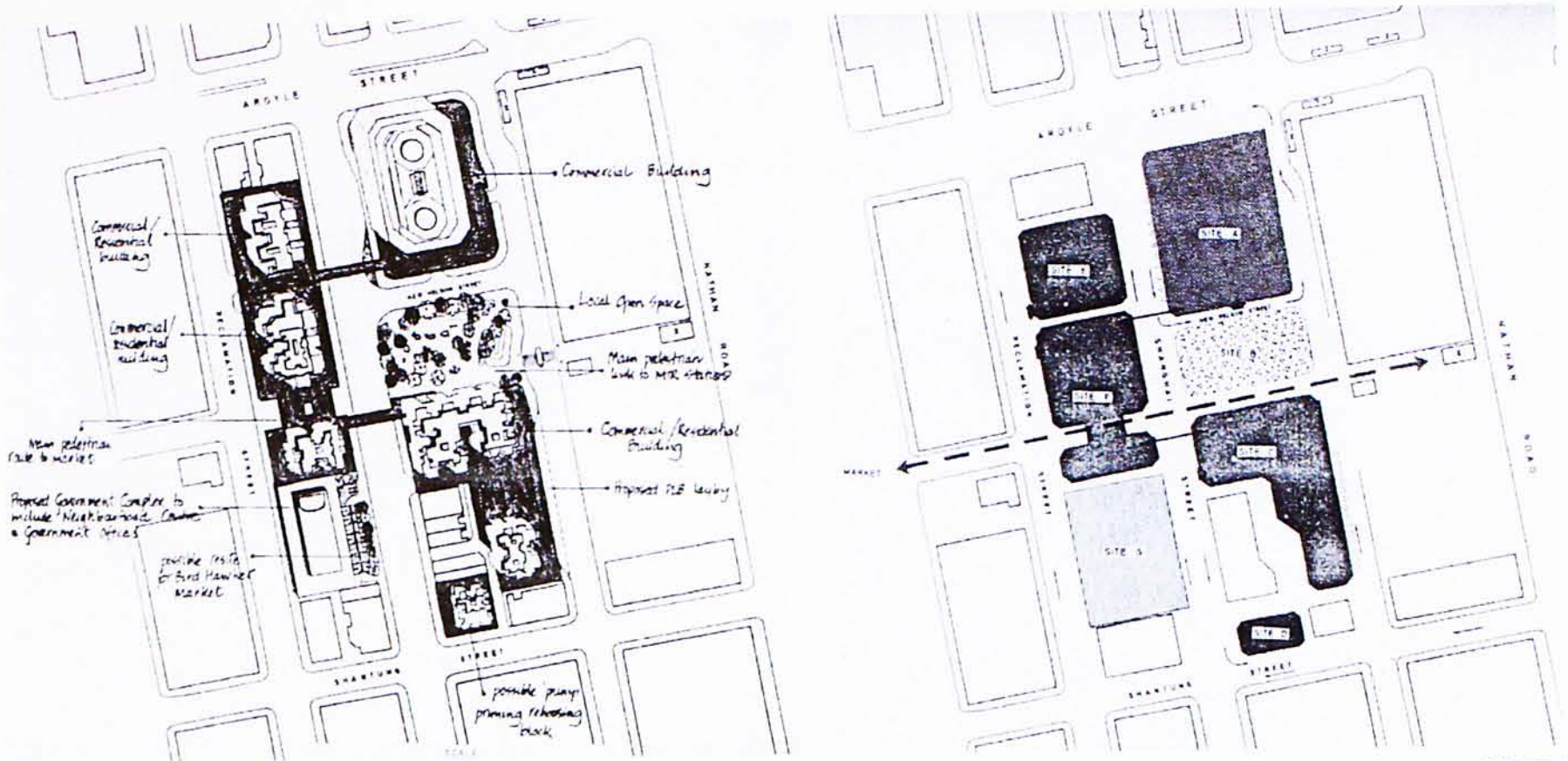
above 20 storeys high

SITE ANALYSIS

BUILDING MASSING

Distribution of buildings
with different heights

Renewals

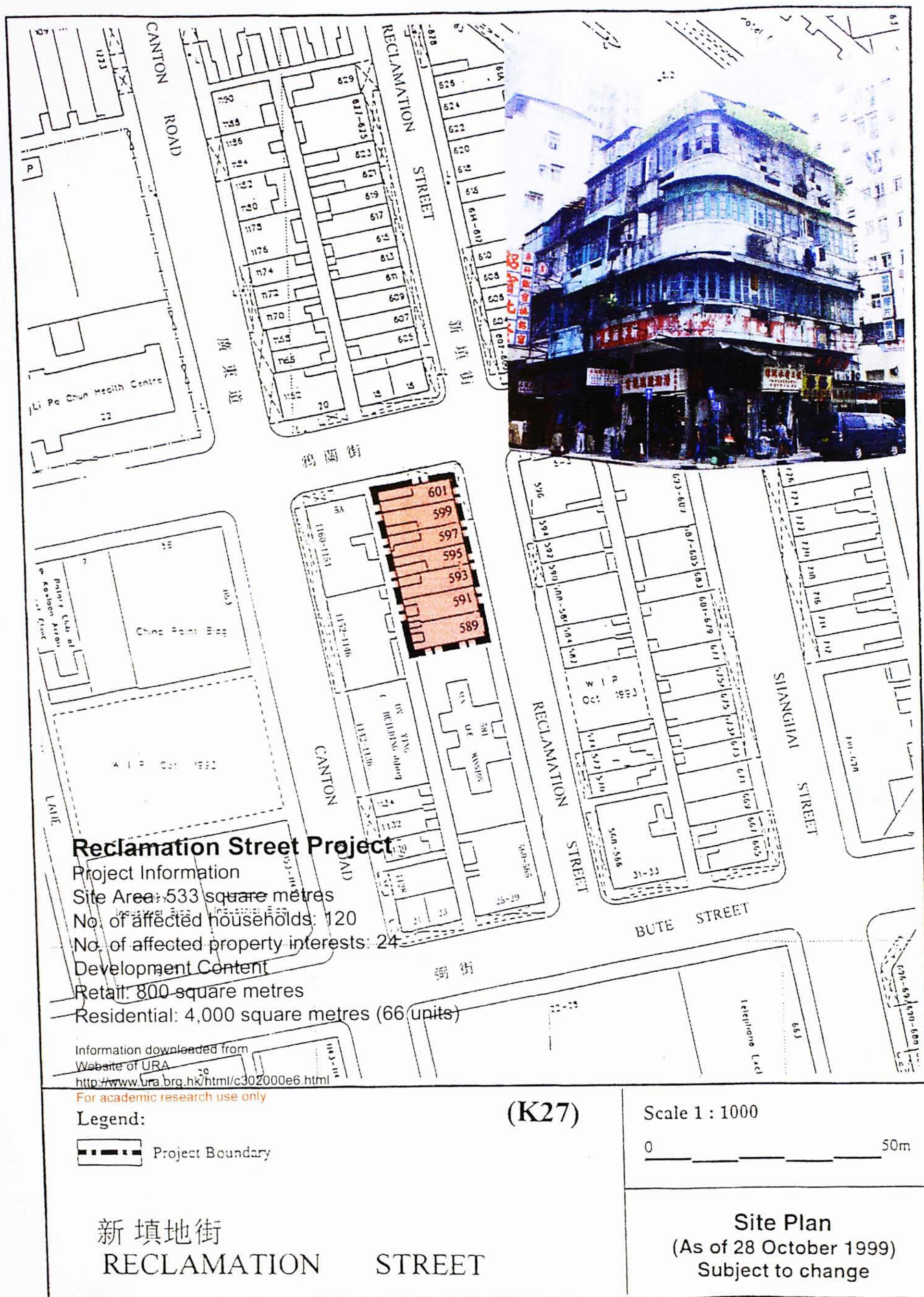


Urban renewals is necessary and unquestionable

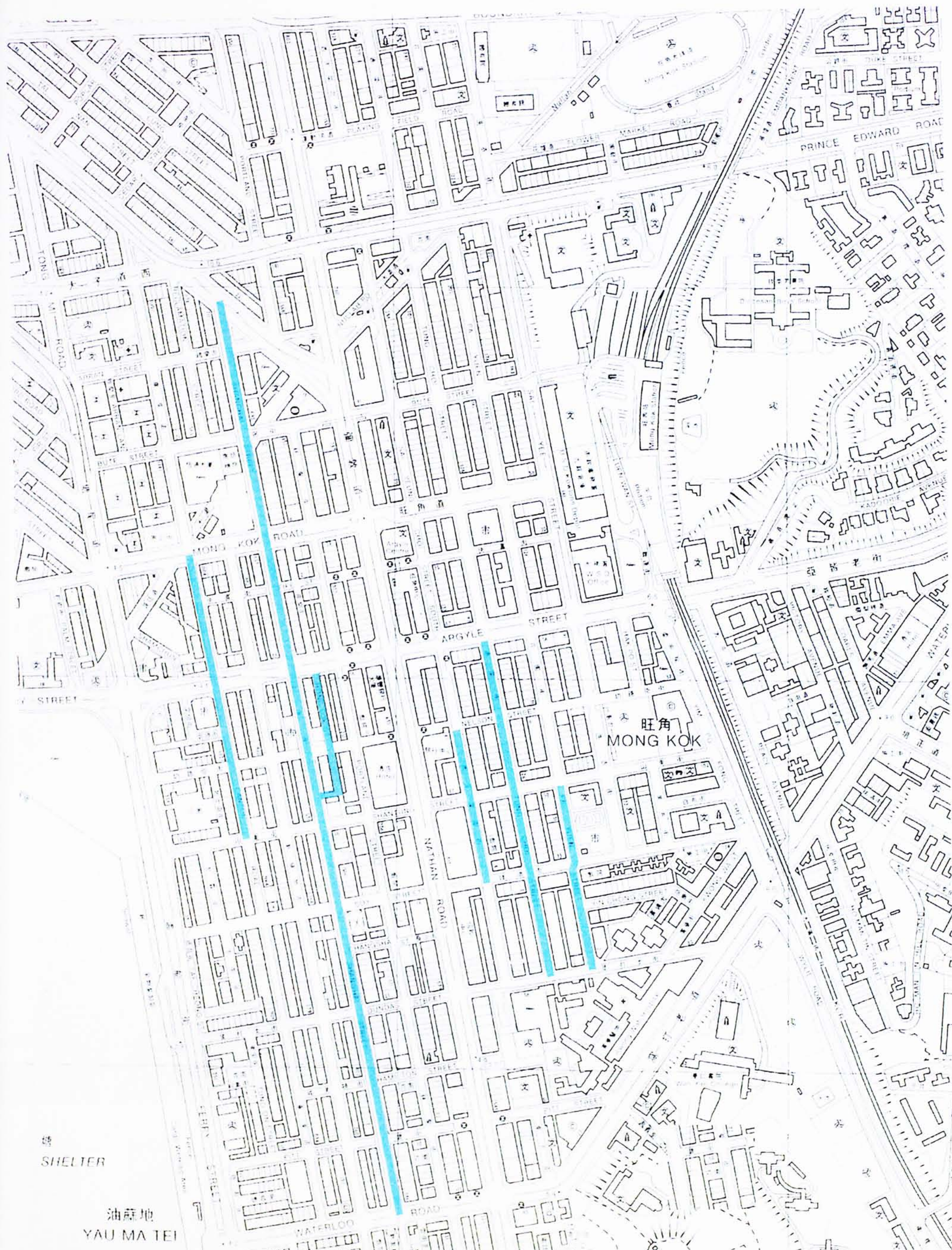
Every city is aging with the shape of it developed continuously. The essence of human development is that growth and improvement occurs when old routines break down, when old parts are no longer enough for the needs of the new organism and when we start to invent a new one. This kind of change, in a larger picture, creates the phenomenon of history in a culture as well as insight for the future.

However, in most cases, the cities lost their older shape in an uncontrolled way. When cities grew in population and economic importance, they came to be more uncontrolled, and the rules of social welfare lost their historical power. It is necessary to consolidate a methodology for the urban and social integration of the district. In many countries, urban renewal authorities / organizations have been set up to overtake this power of reshaping and sustaining their cities.

SITE ANALYSIS
DISTRICT
LEVEL
Site photos



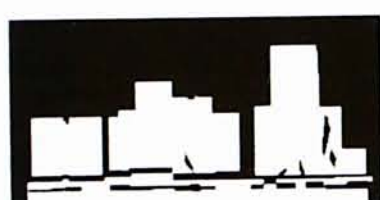
SITE ANALYSIS
URBAN
RENEWAL
 Many other cases



Street is a living organism, the lifeline of the city. Its form and use, which involve fundamental issues of societal choice and urban values, are very important to remain the exclusive purview of technical experts. The design of a street is an integral component of city design. The pleasure of urban life comes primarily from what is happenings in the streets. We enter the streets, passage along the streets, exit the streets whenever we step out of our homes. Streets become part of the daily life experience. Streets act as a connector from individual worlds to the external world – enevtually the whole world.

SITE ANALYSIS DISTRICT LEVEL

Six streets
Re-development



SITE ANALYSIS
STREET LEVEL
FACADES

Level of the City Level of Streets



Roslyn Place,
Pittsburgh



Aix En Provence



Cours Mirabeau

Copenhagen



**The Street We
Once lived On**

In Grand Manner

**Still Great
Medieval Streets**

**RESEARCH
ANALYSIS
GREAT
STREETS**



Avenue Montaigne, Aix en Provence



The Ramblas, Barcelona, Spain

Once Great Streets

**RESEARCH
ANALYSIS
GREAT
STREETS**

The Great Canal as A Great Street

The Ramblas



Viale delle Terme di Caracalla, Rome

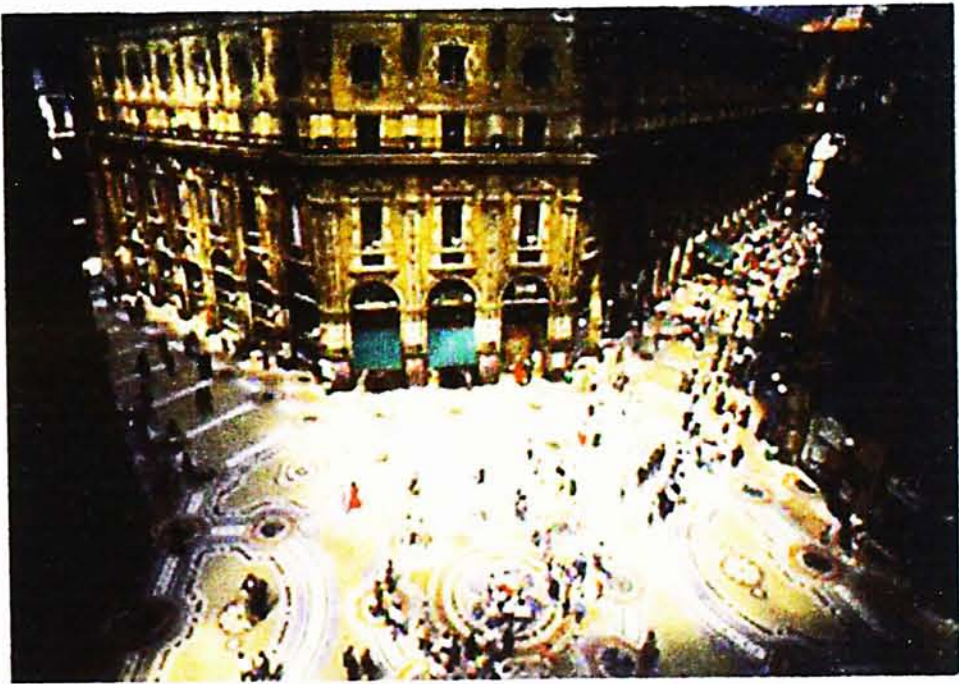
The Galleria, Milan, Italy



Burgis, Singapore



Monument Avenue, Richmond, Virginia



**Residential
Boulevard**

**Shopping Mall
or a Street**

Trees Alone

**RESEARCH
ANALYSIS
GREAT
STREETS**



China Town even in Metropolitan City

A street during festival



Typical neighbourhood street in HK



Theme Streets

**RESEARCH
ANALYSIS
GREAT
STREETS**

Market Streets

**Neighbourhood
& People**

False
ceilings



Merging
fabrics



Lighting



Aesthetics



SITE ANALYSIS
STREET
LEVEL
Site photos

Display
aesthetic



Urban
life



Street
furniture



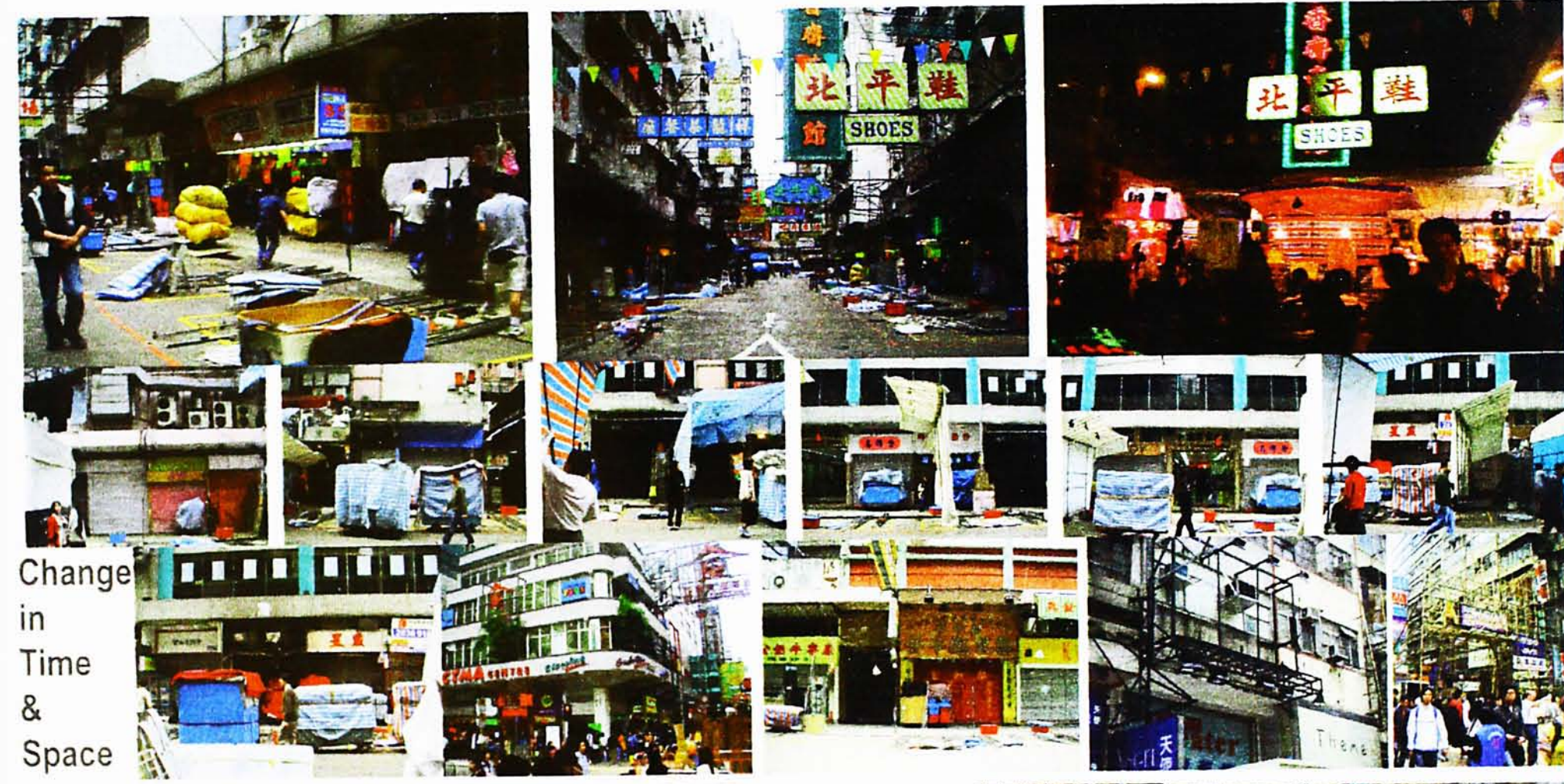
Signage



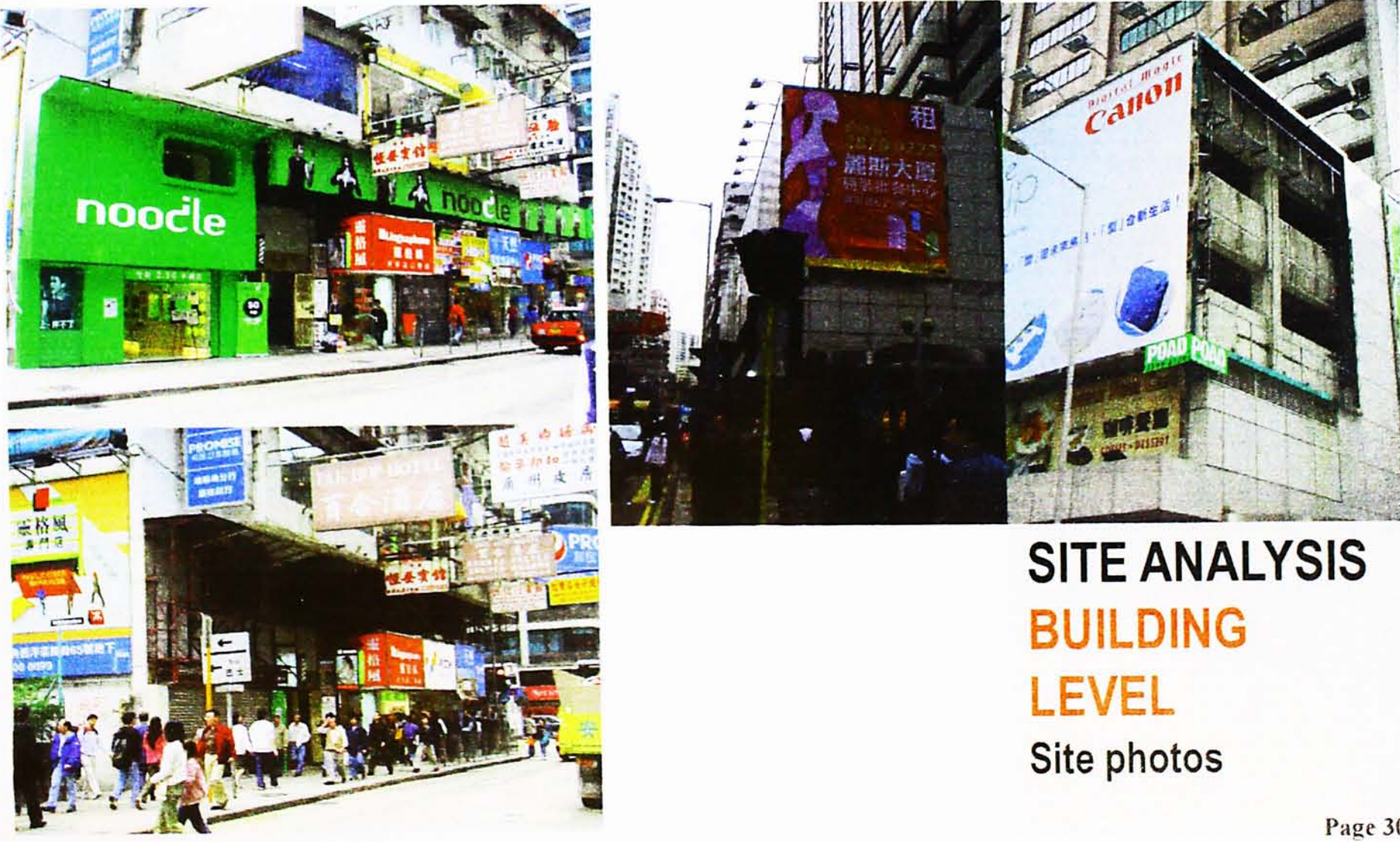
Street
pattern

SITE ANALYSIS
STREET
LEVEL
Site photos

Corner conditions



Change in Time & Space



SITE ANALYSIS
BUILDING
LEVEL
Site photos

Activities categories in Mong Kok					
The possible configuration of program					
General Class	Specific programs	Modules	Habitable modules	Column & beams	Slabs & partitions
Food					
	Food stores / kiosk / stores / dessert shops / fast food / snacks	*		*	
	Bars and restaurants	*	*	*	*
	Chained food shops e.g. McDonalds, KFC, Fairwood, etc.			*	*
	Supermarkets 24 hours	*	*		
	convenient stores			*	
	Food wholesales	*		*	
	Coffee shops	*	*	*	*
	Illegal hawkers	*			
Shopping					
	Shopping malls / centers			*	*
	Chained boutiques e.g. U2, Bossini, Gordiano, Baleno, Chevinon, Apple shop etc.			*	*
	Clothing, bags, leather, hats, wearing	*	*		
	Shoes	*	*		
	Sports wear	*			
	Electronics / Audio equipments /	*		*	
	digital equipments				
	Camera shops and film	*	*		
	developing				
	VCDs / CDs / Video shops	*			
	Computers & accessories	*		*	
	Mobiles / telecommunication	*		*	
	Jewelry / woman	*	*		
	accessories	*			
	Stationery	*			
	Toys / models / collections	*	*		
	Bookshops	*			
	Watches & clocks	*	*		
	Car accessories	*			
	Antiques	*	*		*
	Stamps	*	*		
	Illegal hawkers	*	*		
	Legal hawkers	*	*		
General Entertainment					
	Game centers			*	*
	Cyber cafes			*	*
	Bowling centers			*	
	Snooker			*	
	Karaoke			*	*
	Cinemas				*
	Books Rental shop	*		*	
Adult Entertainment					
	Massage / Sauna /			*	*
	Spa, etc.			*	*
	Maishong		*	*	
	Prostitution		*	*	
	business				
	Hourly hotels / motels / hostels for				
	tourists			*	*
	Night clubs			*	*

Activities categories in Mong Kok					
The possible configuration of program					
General Class	Specific programs	Modules	Habitable modules	Column & beams	Slabs & partitions
Street markets					
	Woman street	*			
	Sports shoes street	*	*		
	Yuen Po Garden (Bird street or Hong Lok street before)	*	*		
	Goldfish street	*	*		
	Pet's street	*	*		
	Reclamation street	*	*		
	Portland street	*		*	
	Shanghai street	*		*	
Body & Beauty Services					
	Salons / Hair-stylists		*	*	*
	Cosmetics retail		*	*	*
	Beauty parlour		*	*	*
Health Care					
	Chemists	*			
	Clinics		*	*	*
	Chinese medicians / physiotherapists			*	*
Public Facilities					
	Parks				
	Post offices			*	*
	Police stations			*	*
	Jockey club			*	*
	Social welfare offices		*	*	*
	Schools / kindergartens / children care		*	*	*
	Gymnasium / sports centers			*	*
	Basketball courts / football fields, etc.				*
	Markets				*
	Hospitals	*			*
	Public toilets	*			*
Others					
	Repair and maintenance	*			
	Optics	*			
	Leisure / tenants		*	*	*
	committee offices			*	
	Tourists & travel agency	*		*	
	Money exchange		*	*	
	Learning institutions / Piano shops / musical instruments / band rooms			*	*
	Banks			*	*
	Car accessories	*		*	
	Carpentry / Materials / Plastics / construction material etc.	*	*		
	Photo-developing and photocopying services etc.	*	*		



program/open/
circulation..

Limited "planned" public
space in such urban area

An isolation by
traffic layer
Pedestrianisation
no spirit
urban act

SITE ANALYSIS PEOPLE

A daily picture -
essence of the urban
life in different time

"It is a good idea to plan physical space for predetermined social use because humanistic values must be in a planned relationship to social-economic and political values."

Jane Jacobs

SPATIAL INFLUENCE OF A STREET

- what kind of space and spatial hierachy a street should have?
- how many levels?
- what occupies the visual of people?
- how many people constitutes how many square metres?

FUNCTION OF A STREET

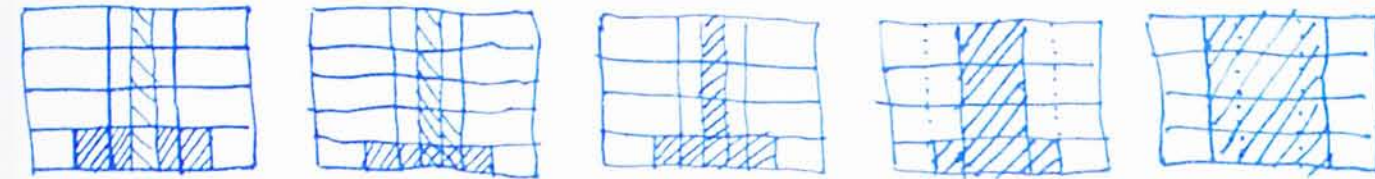
- is it only for circulation?
- what can happen?
- what role should a street as an itermmediate/transitional layer has

A NEW DEFINITION OF A STREET

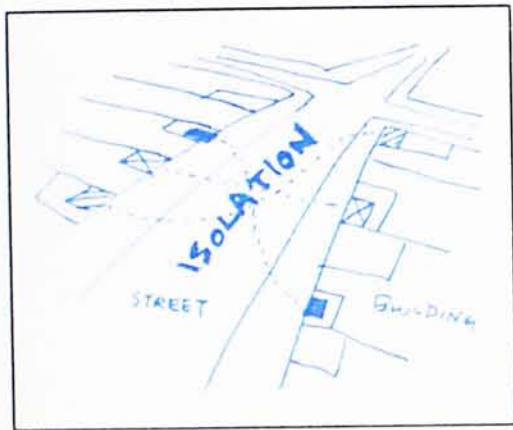
- a street or a building?
- to enhance:-
- flexibility
- functionality
- sustainability



plan



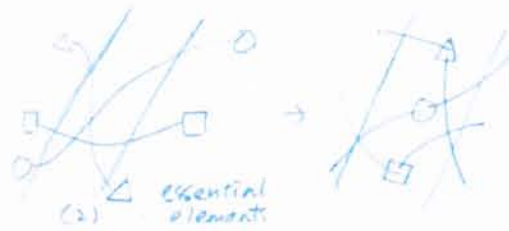
section



Essential elements
(common/public/social character)
from the inside of building
(outside of a street/edge)
being expressed/designed
into the outside of building
(inside of a street/edge)



Will it be a complex of activities?
Will it be a new definition of a street?
Will it be a MEGA STREET BUILDING
incorporated the existing and potential
activities?
Will it become the icon/spirit/ethnics of
a street?



STRATEGIES

(1) whole unit / certain activity



(2) part/similarities of activities



(3) part/differences of activities



A gained space/zone
by pedestrianisation



Facilities
Activities A & B
Services

Space sharing

Layers of Activities / activities in layers

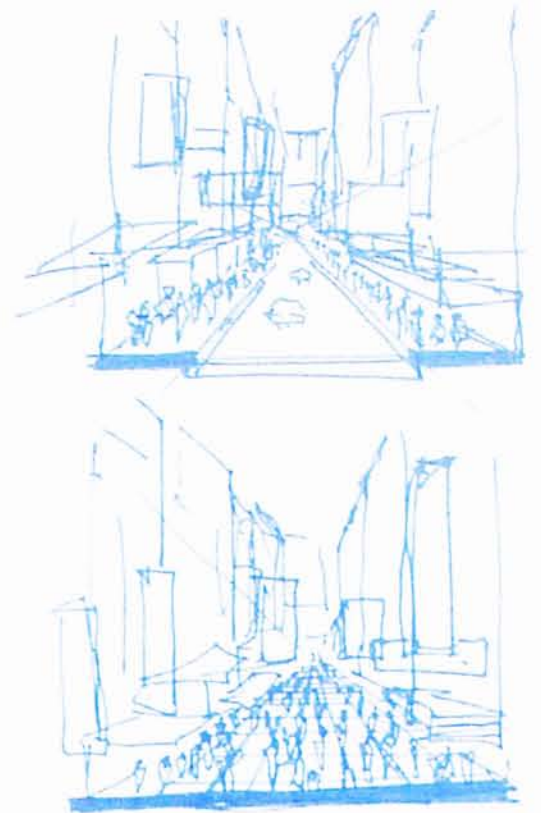


certain space (1)
e.g. shops
Activities A,B,C are hapening

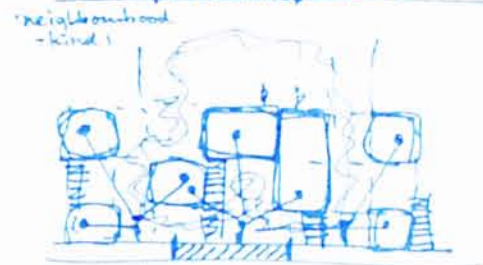
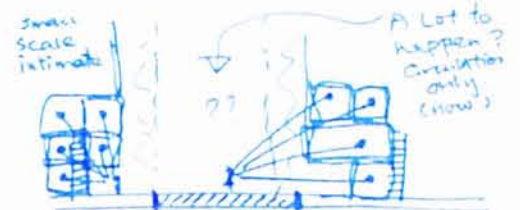


certain space (2)
e.g. cinemas
Activities B,D,E are hapening

(B) - common ethnic/social layer



Ground level extended
in horizontality

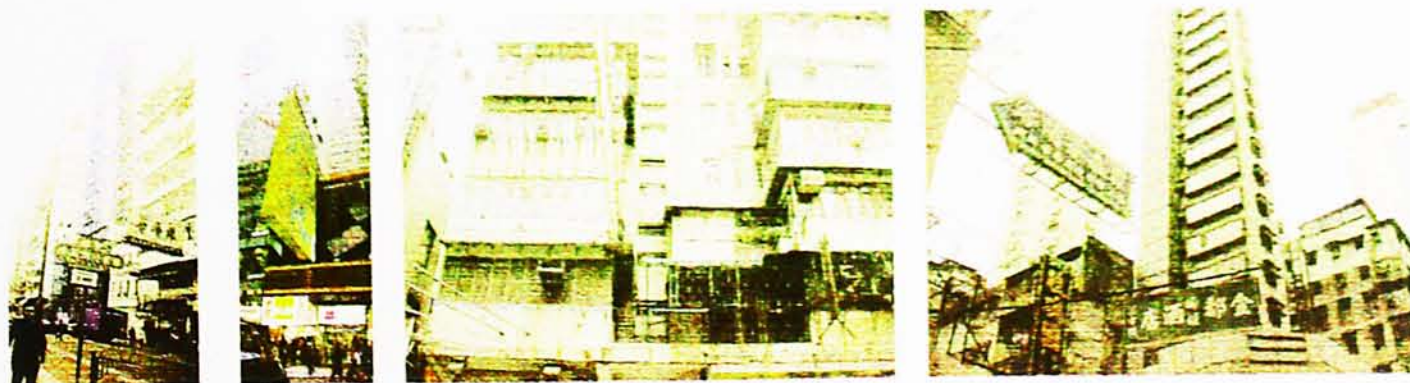


Should the space be?
Increasing the use of space
in urban context in 3-dimension

PEDESTRIANISATION

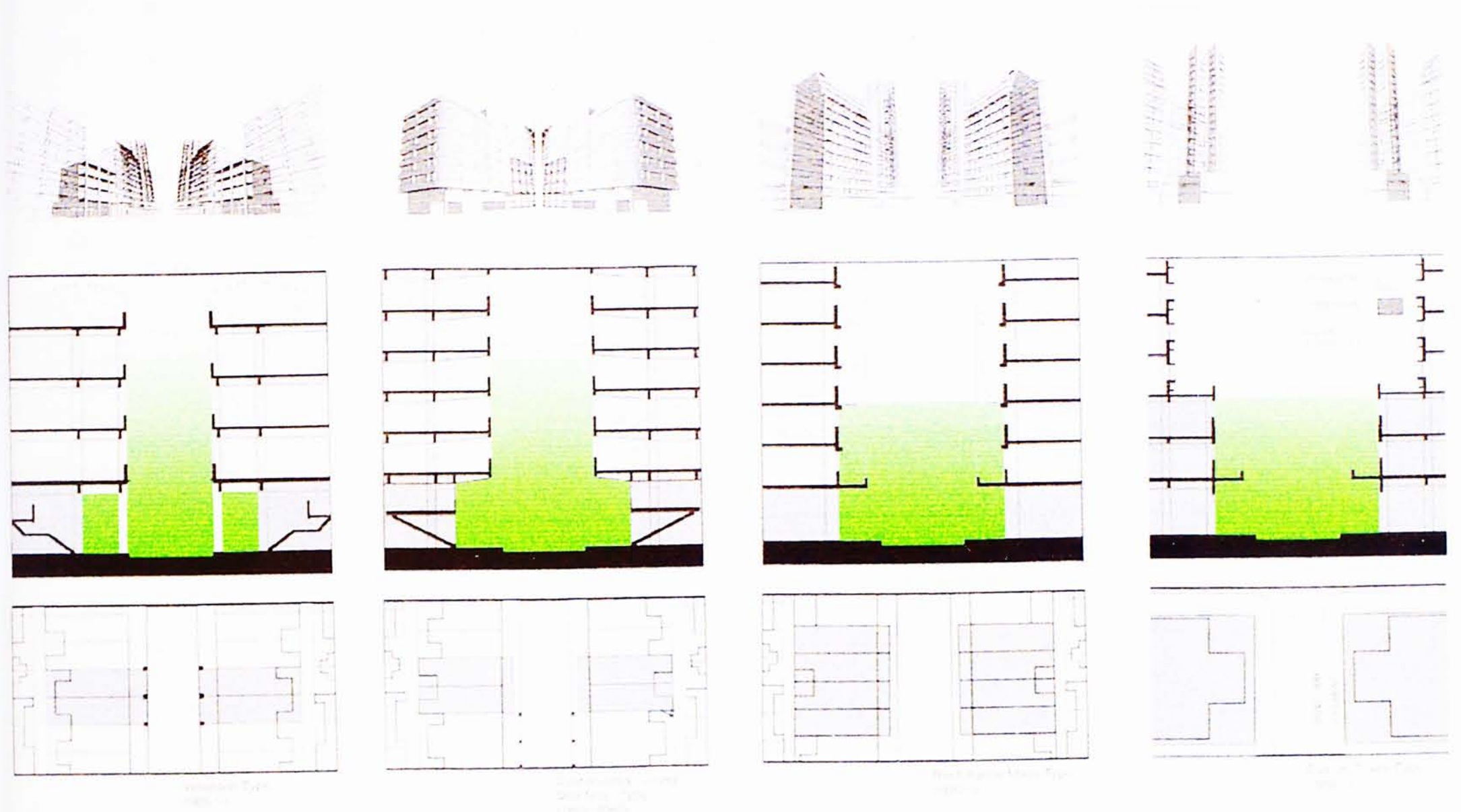


BEFORE & AFTER
PEDESTRAINIZATION

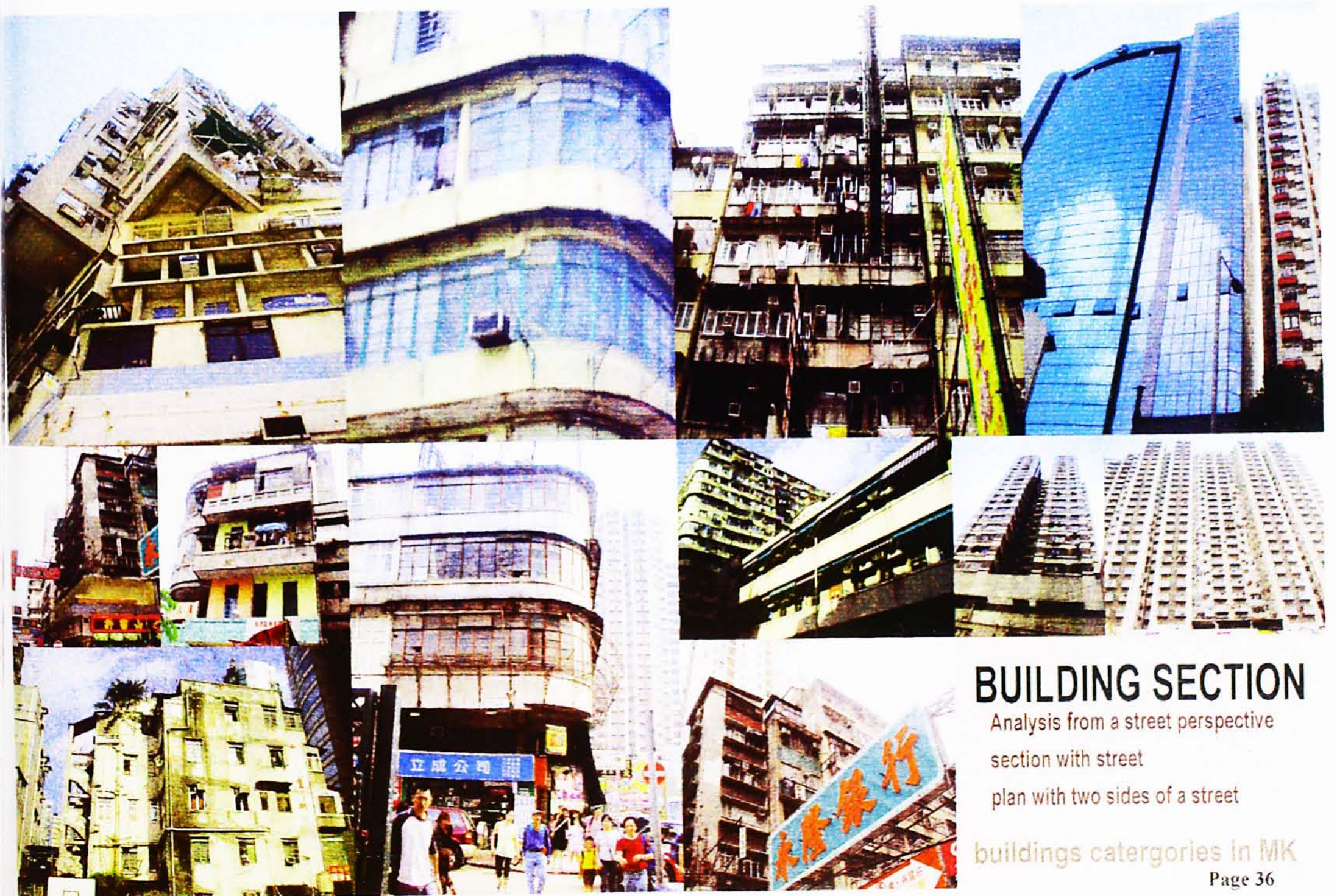


SITE ANALYSIS BUILDING PROFILE

Various building
massing interlocking



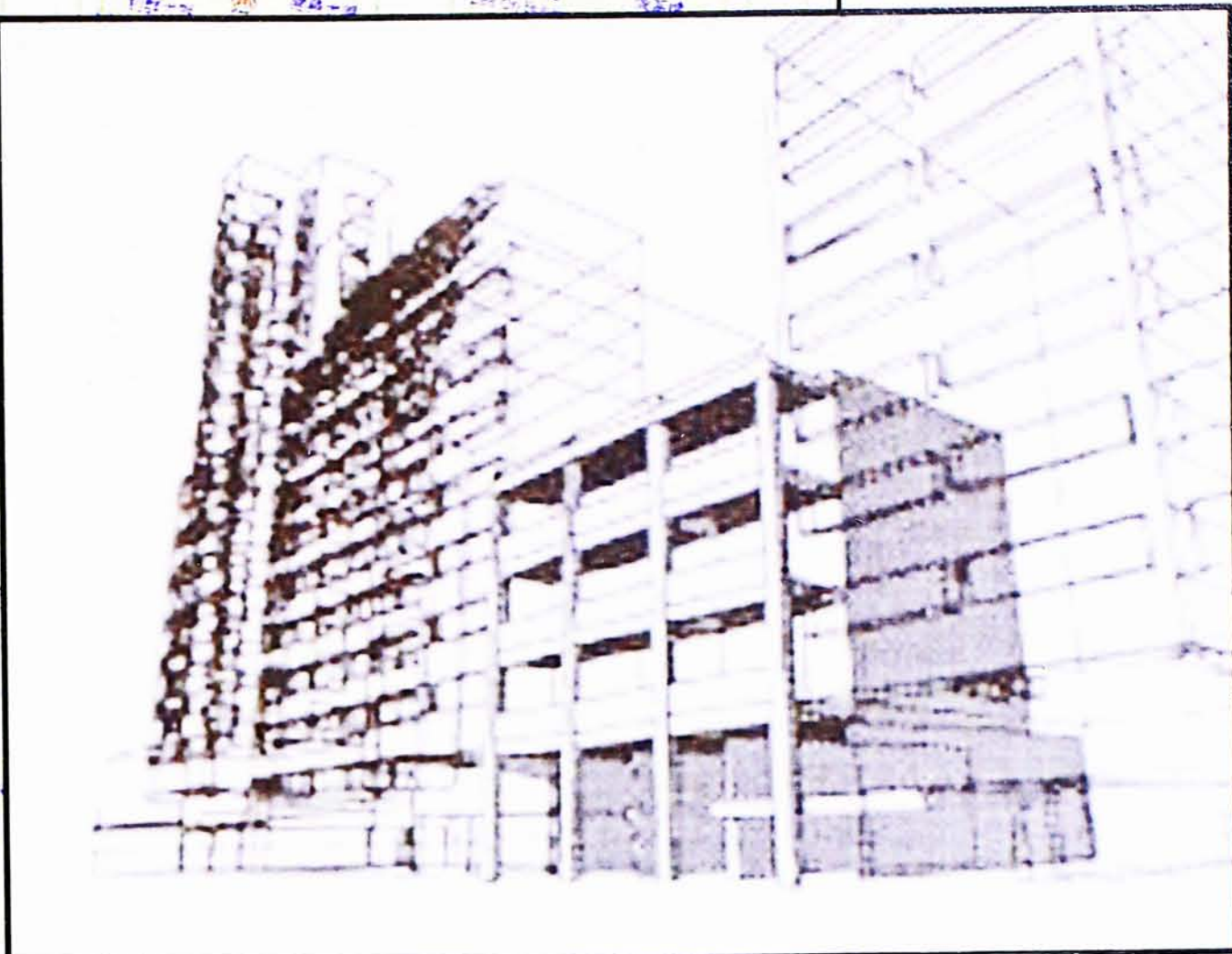
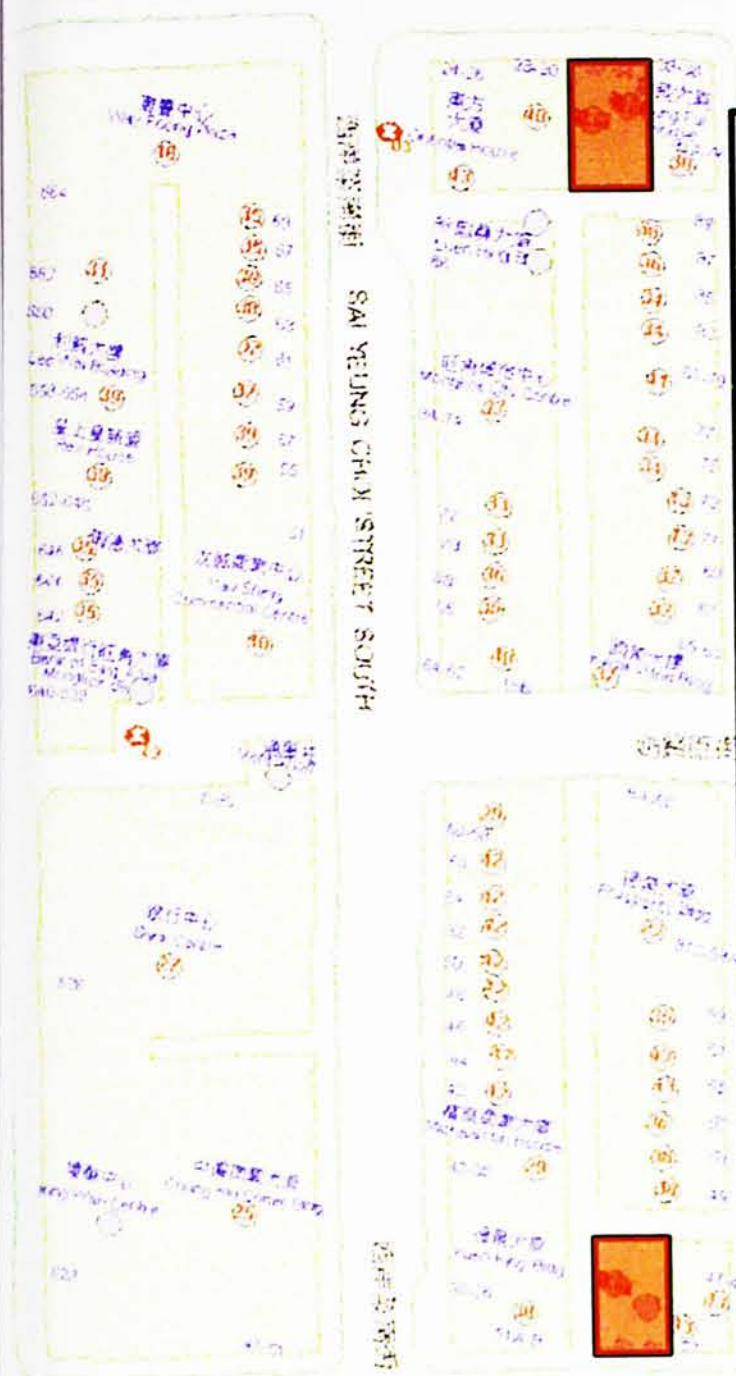
Spatial relationship between a street with a building. varies with historical development and architectural development. in modern times, after pedestrianisation, the situation remodels itself and needs to be remodelled



BUILDING SECTION

Analysis from a street perspective
section with street
plan with two sides of a street

buildings categories in MK



PRE WAR buildings

- illegal structures according to existing regulations
- columnade
- very few proportion
- Verandah Type (1920 ~)

Stage 1 Renewal

-in urgent needs



- illegal structures according to existing regulations
- columnade
- very few proportion
- Verandah Type (1920 ~)

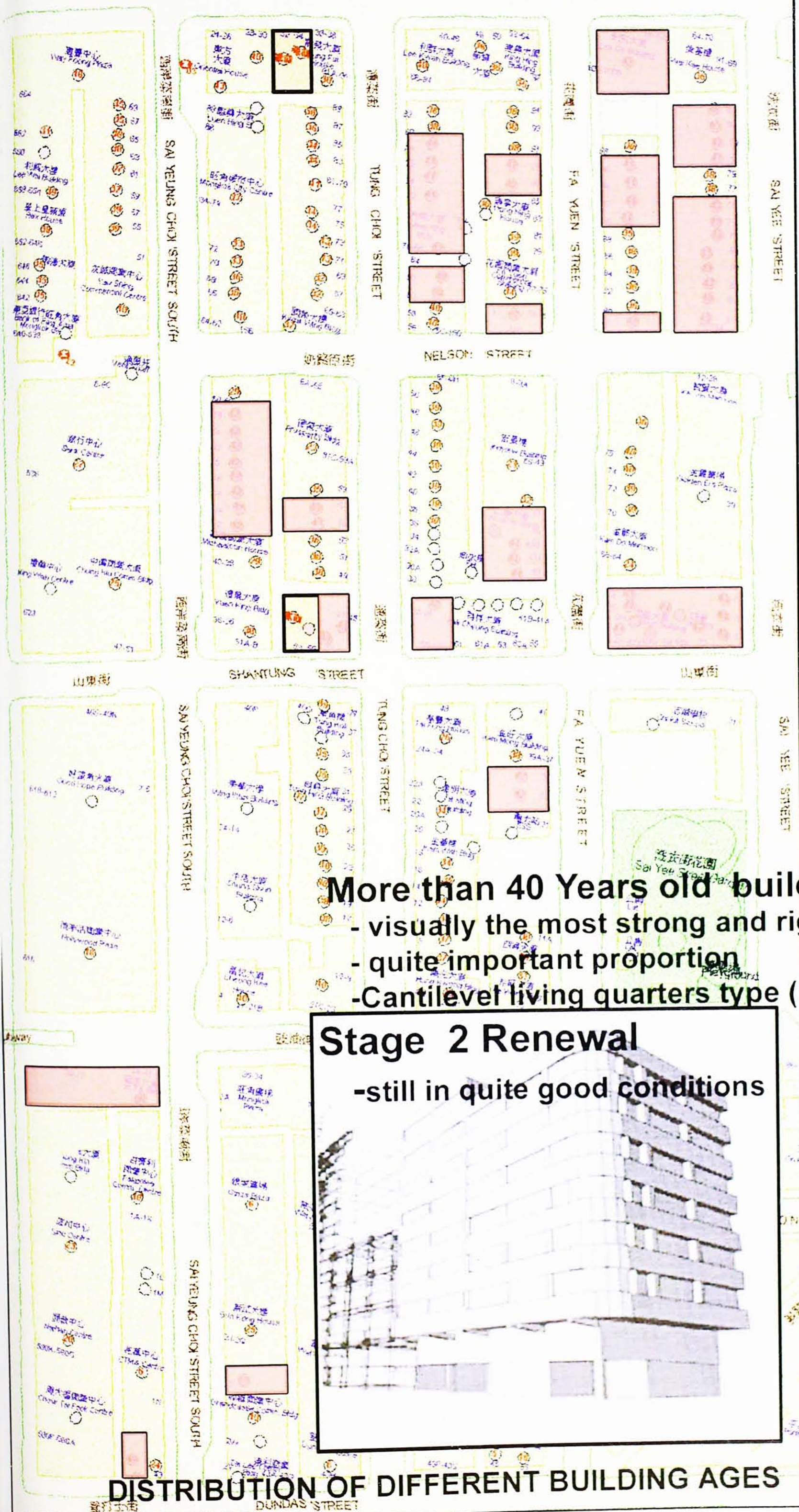


- 0-10 Years old
- 10-20 Years old
- 20-25 Years old
- 25-30 Years old
- 30-35 Years old
- 35-40 Years old
- 40 Yrs before Pre-war

Pre-war buildings

- Existing
- Construction Site
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5
- so on

DISTRIBUTION OF DIFFERENT BUILDING AGES



More than 40 Years old buildings

- visually the most strong and rigid mass
- quite important proportion
- Cantilever living quarters type (1950 ~ 1960)

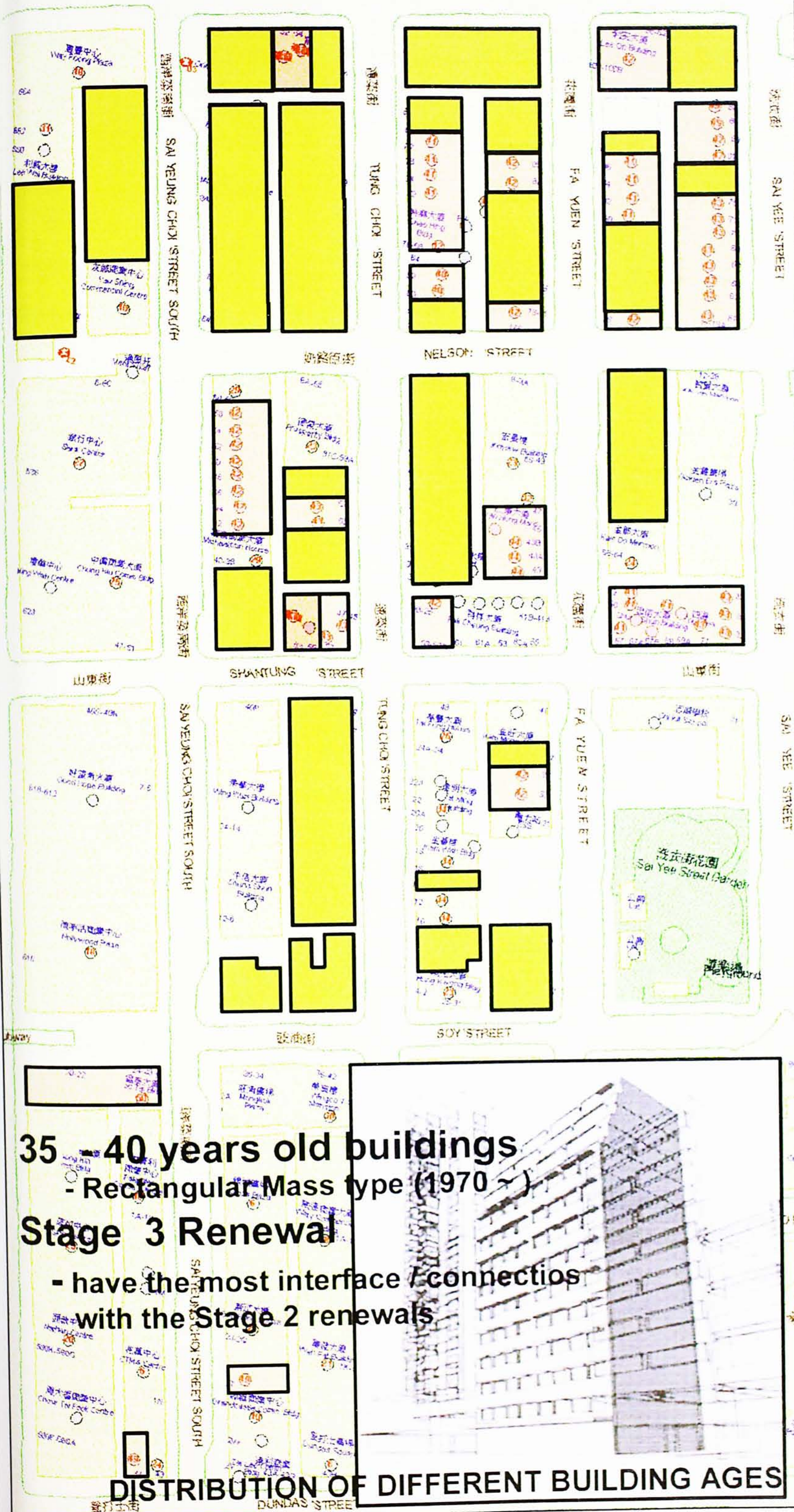
Stage 2 Renewal

- still in quite good conditions

- 0-10 Years old
- 10-20 Years old
- 20-25 Years old
- 25-30 Years old
- 30-35 Years old
- 35-40 Years old
- 40 Yrs before Pre-war
- Pre-war buildings

- Existing
- Construction Site
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5
- ... so on

DISTRIBUTION OF DIFFERENT BUILDING AGES



- 0-10 Years old
- 10-20 Years old
- 20-25 Years old
- 25-30 Years old
- 30-35 Years old
- 35-40 Years old
- 40 Yrs before Pre-war
- Pre-war buildings

- Existing
- Construction Site
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5
- ... so on

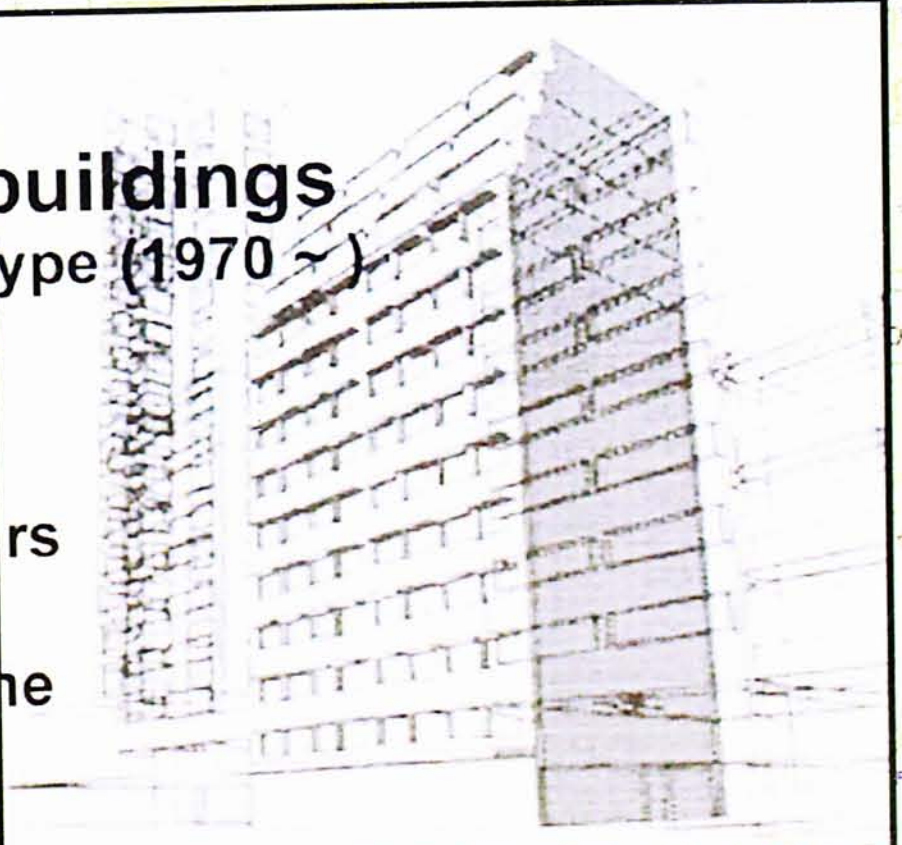


30 - 35 years old buildings

- Rectangular Mass type (1970 ~)

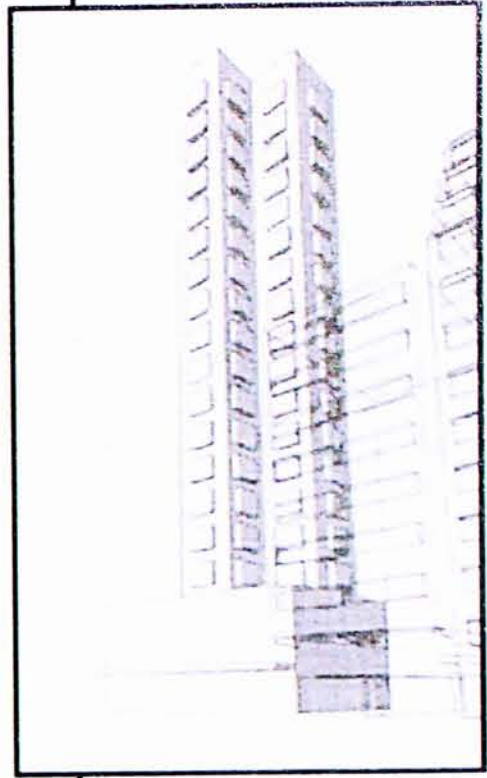
Stage 4 Renewal

- a small proportion,
- similar to +35-40 years old buildings
- suggested to combine with Stage 3



DISTRIBUTION OF DIFFERENT BUILDING AGES

- 0-10 Years old
- 10-20 Years old
- 20-25 Years old
- 25-30 Years old
- 30-35 Years old
- 35-40 Years old
- 40 Yrs before Pre-war
- Pre-war buildings
- Existing
- Construction Site
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5
- ... so on

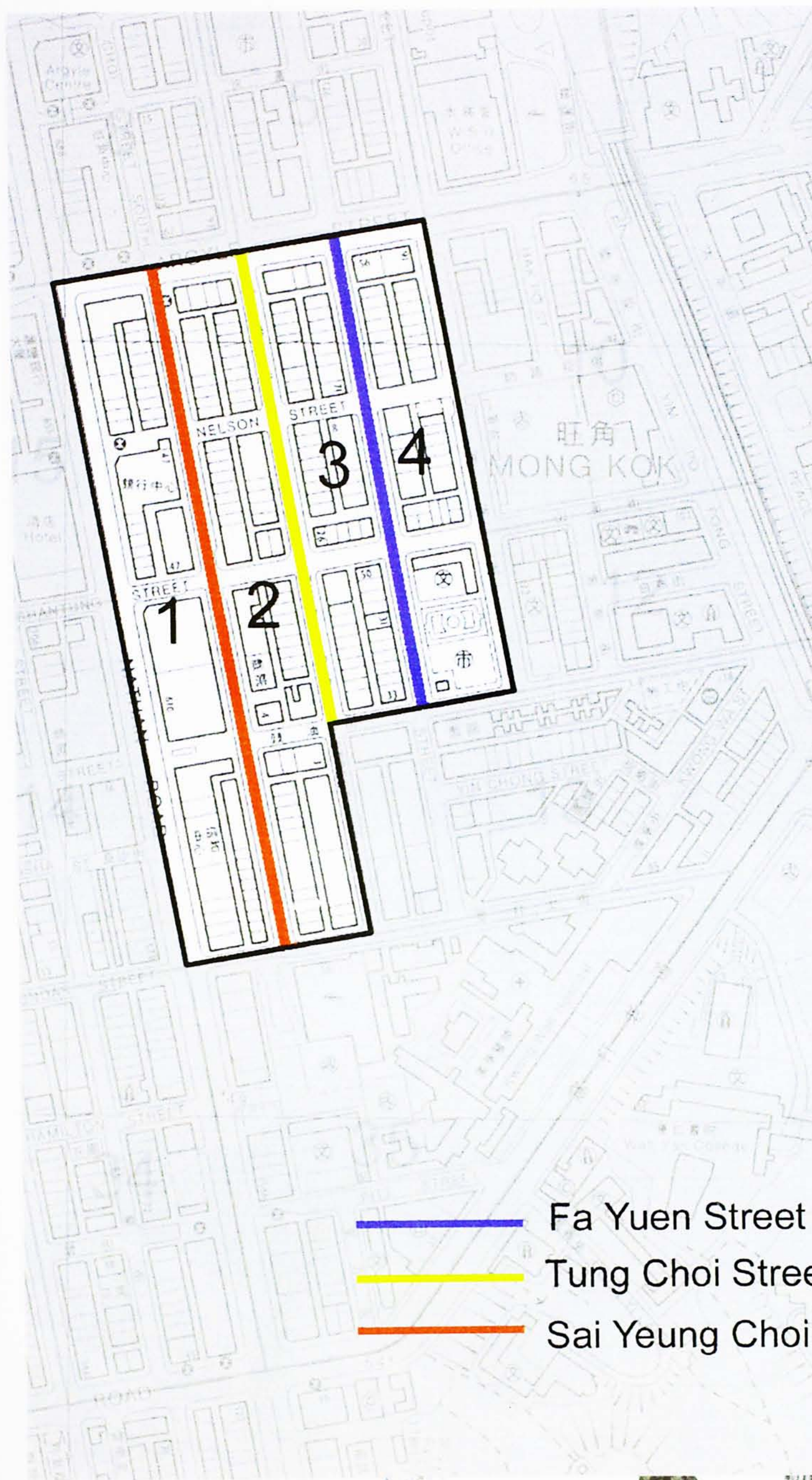


Less than 25 years old
- Podium Type
occupies the periphery of
the main central district

- 0-10 Years old
- 10-20 Years old
- 20-25 Years old
- 25-30 Years old
- 30-35 Years old
- 35-40 Years old
- 40 Yrs before Pre-war
- Pre-war buildings

- Existing
- Construction Site
- Stage 1
- Stage 2
- Stage 3
- Stage 4
- Stage 5
- ... so on

DISTRIBUTION OF DIFFERENT BUILDING AGES



- Fa Yuen Street 花園街(波鞋街)
- Tung Choi Street 通菜街(女人街)
- Sai Yeung Choi Street 西洋菜街



SITE ANALYSIS SITE SELECTION

The 4 most famous streets located and it's parallel to Nathan Rd



Fig. 1



Fig. 2



Fig. 3

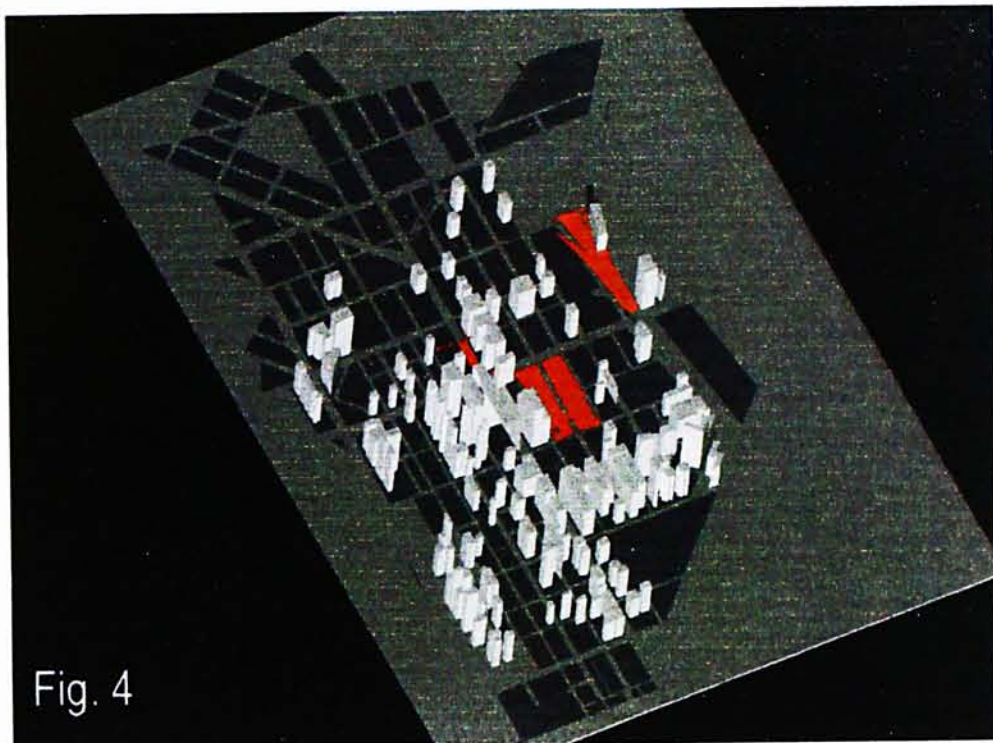


Fig. 4

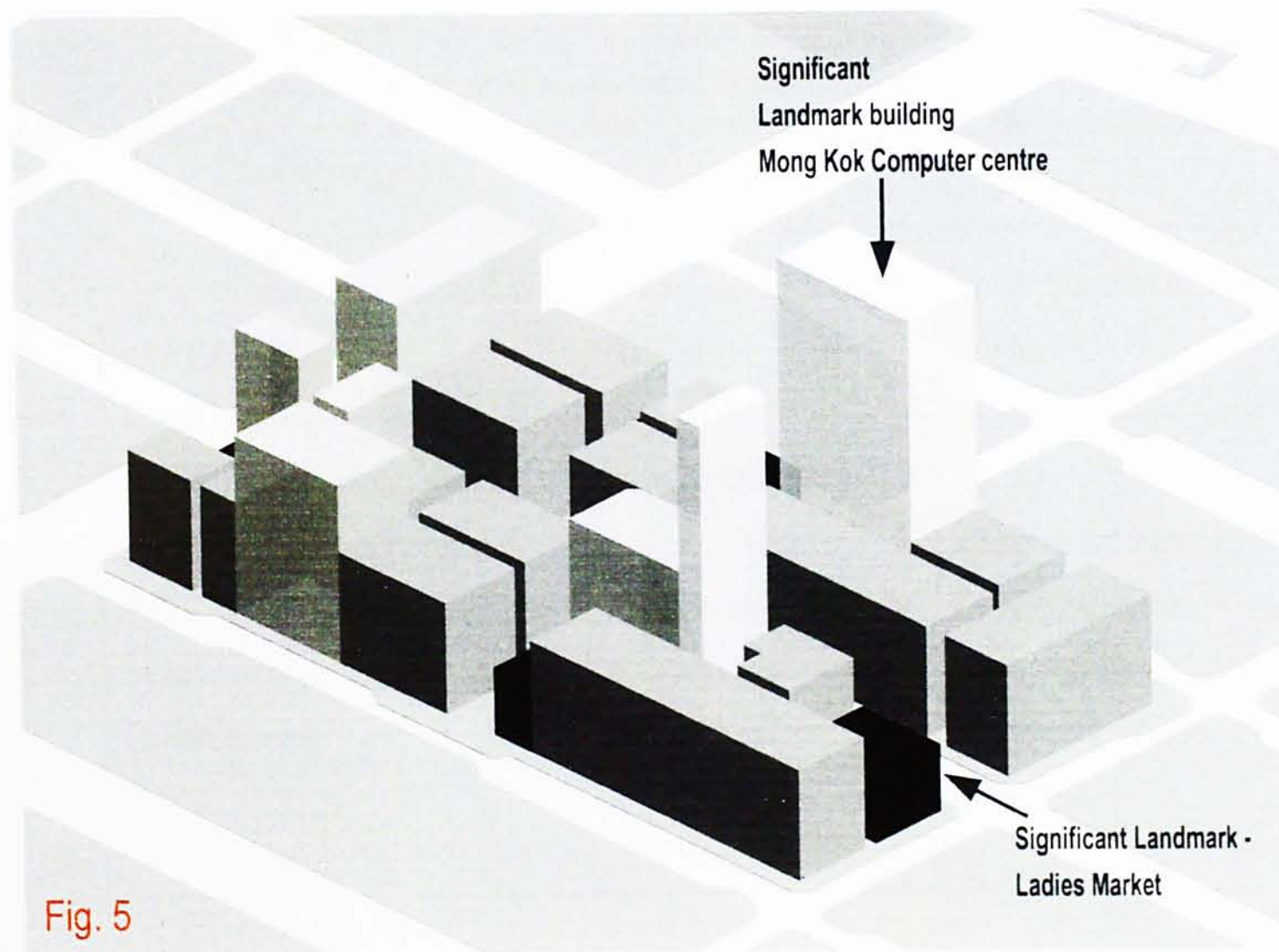


Fig. 5

Fig. 1 Mong Kok Site in Aerial photo

Fig. 2 Mong Kok Site with more than 70% old buildings which need to be renewed or rehabilitated, showing a fabric interwoven with new and old

Fig. 3 Site selection of one slot within the old fabric

Fig. 4 Site selection and illustration of how it relates to the future renewed fabric

Fig. 5 Building profile in the site being selected

SITE SELECTION

DESIGN PART

1 DESIGN ISSUES

Spatial dimension:

1.1 Scale & Dimension

Land is scarce in Hong Kong. If one is permitted to build the most out of restrained land, one would immediately think of how to occupy the land to the fullest extent. This is just like an example of turning a market street into a mega shopping mall. Obviously, there are more and more shopping malls happening instead of market streets.

It is essential that we make full use of land in Hong Kong, but how can a high-rise building achieve the human scale in certain levels? Especially when there is a rich community living nearby?

Mong Kok has a spatial identity of its own. It is a fragmented space based on the idea of illegal structures, hanging structures, dislocated AC units, unpredictable shelters, mobile hawkers, irregular street patterns, changing street furniture and chaotic decoration, which differs completely from the practice of architecture designed by architects in Hong Kong. In fact, most of the spaces now being occupied are spaces that are not pre-planned, instead grown in a random disorderly manner. These “architectural” fragments together with the scale of mostly low-rise buildings in the area produce a feeling of intimate human scale rather than a metropolitan city scale. People are always walking under separate structures, small balconies or hanged canopies. The visual and psychological perception of Mong Kok is closely related to the ground surface and lower levels.

The difficulties to remodel the district at the same time retain the atmosphere is that these fragments are temporary and provisional, whereas architecture is always durable and permanent.

Besides, Mong Kok is a place of human scale. Advanced technology won’t allow these kind of chaotic happenings. New buildings tend to have enormous glazed facades, either huge column structures or framed steelwork, distinguished architectural features, grand entrance lobby, etc. It is controversial not because of the design treatment or technology but the contextual consideration, massing study and scale problem that would affect people’s perception and sense of place.

A recent constructing project in Mong Kok clearly demonstrates the unsuitable scale problem in such context.

The aim is to maintain a relatively intimate and human scale in Mong Kok in the big picture. The city keeps growing. Different developments occupy the land in different purposes.

LARGE	MEDIUM	SMALL	One Unit
District Level – Mong Kok. It’s significance in Hong Kong.	Sub-urban	In & Out / Transitional	One unit in a city =
Neighbourhood districts e.g. TST. Existing & future urban facilities/amenities	PLACE/COMMUNITY + STREETS	Space	individual
Green issues	Ambience, Street Life & Urban Life, Essence embracing the community	Bring down scale from building to street – Urban strategy, Shape, Geometry, Shape, Structure	

1.2 Movement

People create movement, movement change space. It inspires me a question that can this change of space by bodily movement hint the spatial design in a human scale? For instance in the ground level? On the other hand, the pedestrian route in Mong Kok is like in a labyrinth. It is never predictable and routine. The experience is the spontaneous urban space which is very different to the urban-planned space. It is mainly as a result of the lack of common spatial references and large scaled landmarks in Mong Kok. However, a local resident in Hong Kong would never get lost while the strangers can easily

get lost. This may explain there is certain recognition of the space by a repetition and habit of usage or there is a hidden layout

- Infrastructure (ACCELERATION)

Another kind of connection is the pedestrian bridge. It is definitely going to change the pattern of how people move in the place. The future function and hence the significance of certain sites will become major focal point of the place.

- KCR, MTR (FAST)

They are two major developments in urban districts like Mong Kok. More connections from the ground to underground traffic network are proposed and being constructed. This shows the rising frequency and heavier usage of the site.

- (Un)Predictable Route (FAST NORMALLY, AFFECTED OCCASIONALLY)

Moving directly to the target place – usually the landmark buildings, local markets, daily amenities shops, restaurants, public buildings. When one come out from a vehicular network, it is quite predictable that there are certain routes they can go, however, they will be varied due to so many things happening around.

- Market Streets – a two-way loop (STEADY)

- Pedestrianisation – gathering / stationary / waiting / wondering (RANDOM)

1.3 Activities

The changes in one urban area of activities would change other areas of activities because the significance functioning of this certain area itself is found in the links between specific activities in the whole district. Their location, traffic connection, economic development, etc are correlated in an indirect way. After any renewal processes, either construction or destruction, the ideal is of course nothing to be out of control. For life to be manipulated on so tight a rein, all kinds of diverse activities must be ruled by their lowest common denominators. The result of planning efforts along these rules is that the future environment becomes a functional and programmatic environment of the architects' vision of it in the present state. Thus, the inhabitants and users of future urban spaces do not possess them of their own making, but gradually possess the neighborhoods they come to live in and create their own community.

- SENSE OF PLACE

- SENCE OF COMMUNITY

- COMMERCIAL + HABITATION + PUBLIC FACILITIES

1.4 Aesthetics

In Mong Kok – a district of so many icons of popular culture, good and bad. It's good side such as instant chic, fashion, food invention, cheap shopping paradise and famous streets, as well as it's adverse side as a black spot of crime, pornography and pollution – the image had been established in the past for being anti-aesthetic, however, artists of different generations have been influenced by it's "architecture".

The aesthetics of Mong Kok are different to the aesthetics of a formally planned city and possess peculiar characteristics, for instance the subtle mixture of different aged buildings showing a kind of evolution of building techniques and building materials. It may not be applicable for the rational logic of the architects and urban planners which has always taken priority. They impose their own aesthetics upon the district and has revealed the aesthetics to be kind of formally dictated massive buildings. The city is just like cleaned and purified at once after destruction and construction processes.

■ ORDER

The gridal system of horizontal roads and vertical streets in Mong Kok embraces the buildings in a well order. Architects follow the grids and build in such a way the whole district looks “standardized”, “monotonous”, flat, packed and dense. This is a normal phenomenon in urban districts in Hong Kong due to scarcity of land. This is a planning consequence, which is permanent, long-lasting, tradition.

■ DISORDER

Interestingly enough, in a city fabric, there always exists certain random happenings as if one can never predict. It is kind of lively urban life. Many of these scenario are not planned, though exist in a harmonious way within the ordered city. It is necessary for both order and disorder to coexist. The city need inovations, visual stimulation and archi-idiosyncrasies to pertain.

1.5 Density

Can density of an area planned or designed? Or is it a continuous result when shaping our cities?

The density under such 7-storeys will be kept as similar as the existing state so as to keep the tight relationship with the ground, the “false ceiling” and the two sides. Whilst the mass/building on top of the 7 storeys is a minor issue since the perception of the space above is totally different.

1.6 Sustainable function

2 DESIGN METHODOLOGY

The physical form of the urban space is translated in an architectural language with real dimensions. In another words, how can we quantitize (量化) an abstract scene or an urban form into true scale and dimensions is the real challenge of the project. Physical space such as a garden, a shop, a telephone booth as well as the space created by people, activities, commercial happenings, etc are abstract. However, if there is a method which depicts and thus helps to reappear this kind of space, make it alive again, or performs it in another language, then the aim of the thesis is to find such methods as a design tool.

3 THE PROGRAM

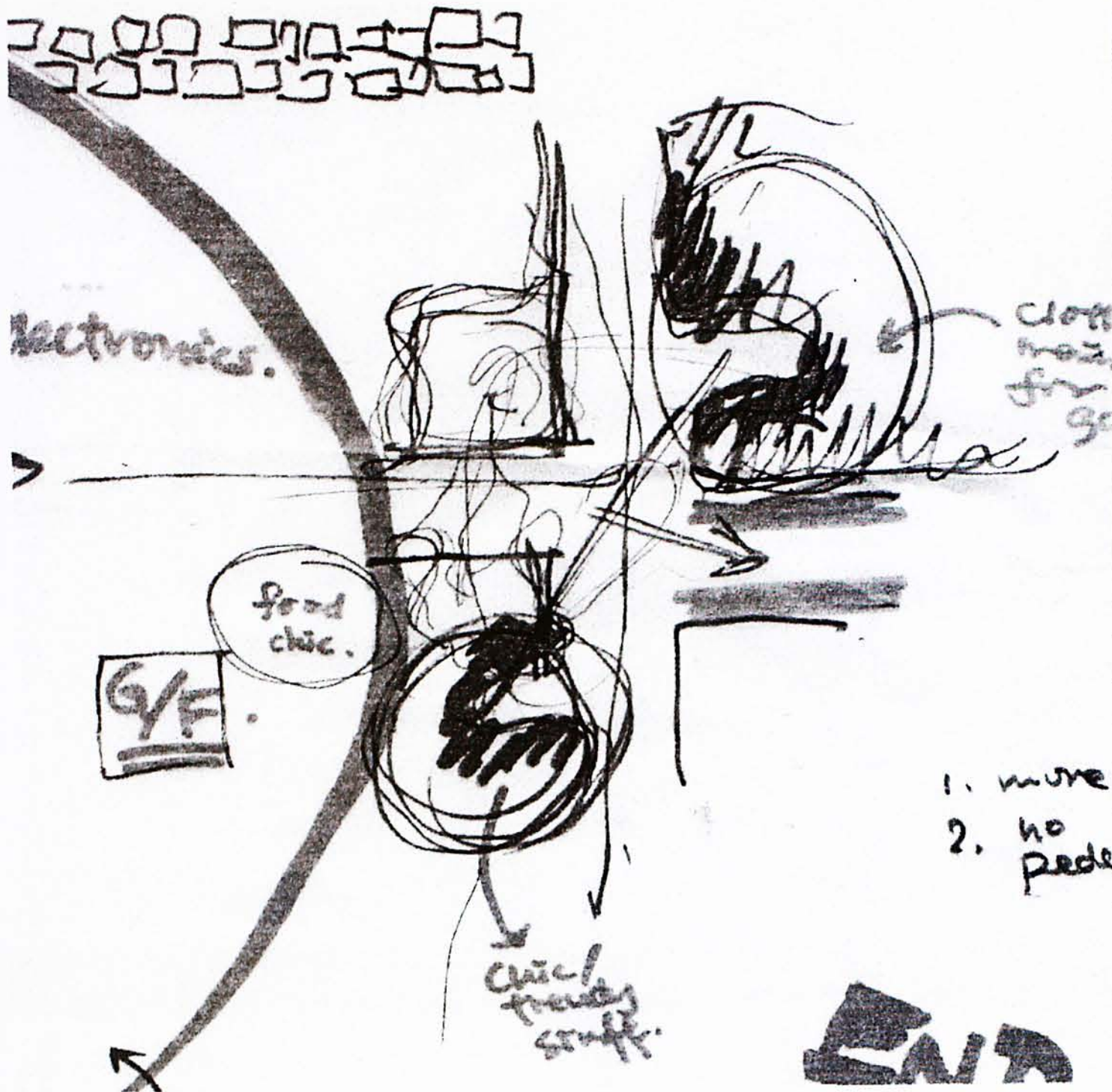
- Urban planning
- Urban design
- Architectural design
- Landscape design
- Public Space

- Human activities and gathering – main activities in Mong Kok

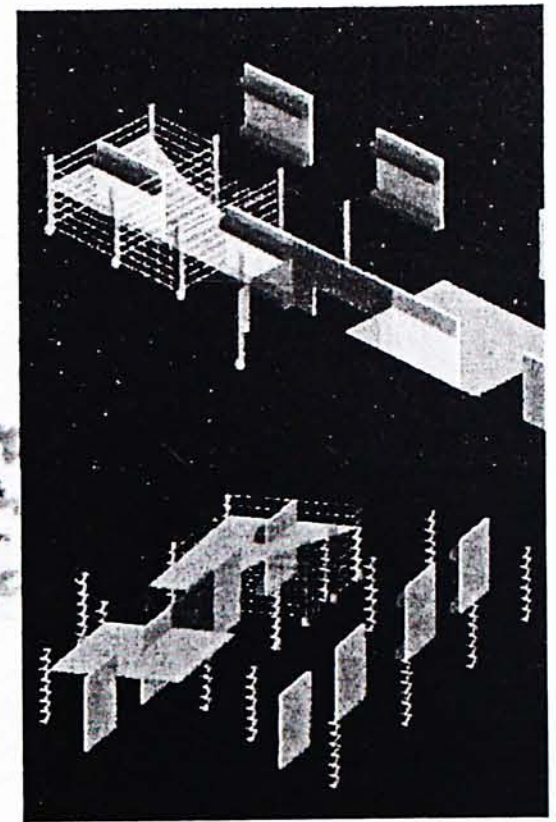
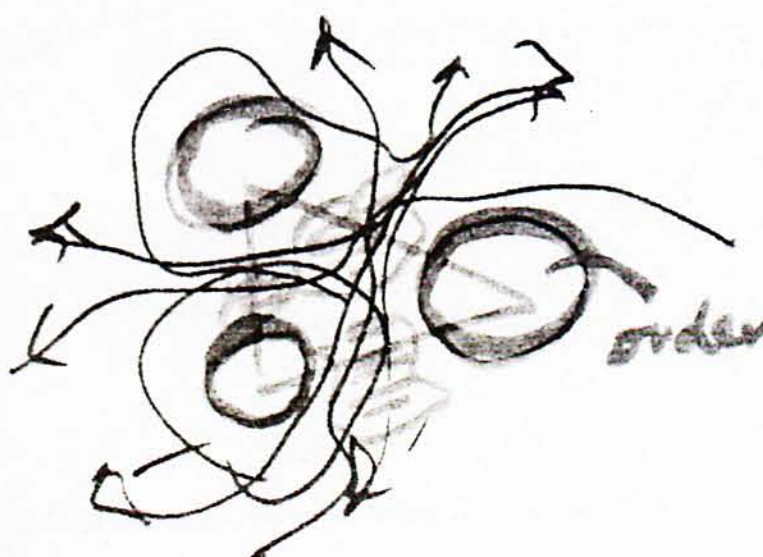
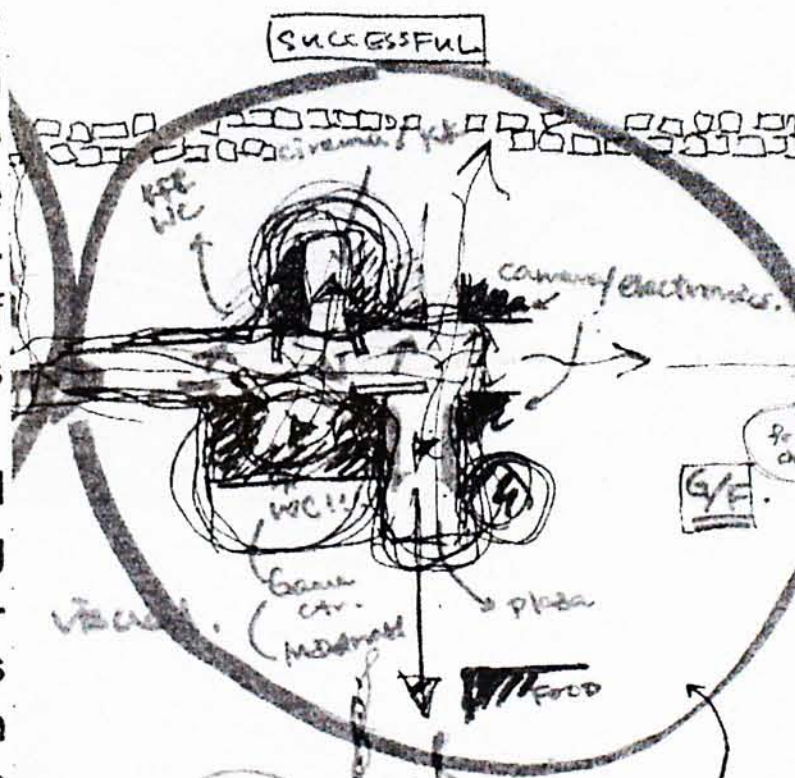
It will be combination of **COMMERCIAL + HABITATION + PUBLIC FACILITIES**

DESIGN TECTONICS

- Extension
- Connection
- Fusion of Space
- Integration of New & Old Fabric
- Staging
- Sets of guidelines / criteria
- Increase of public or semi-public space for people

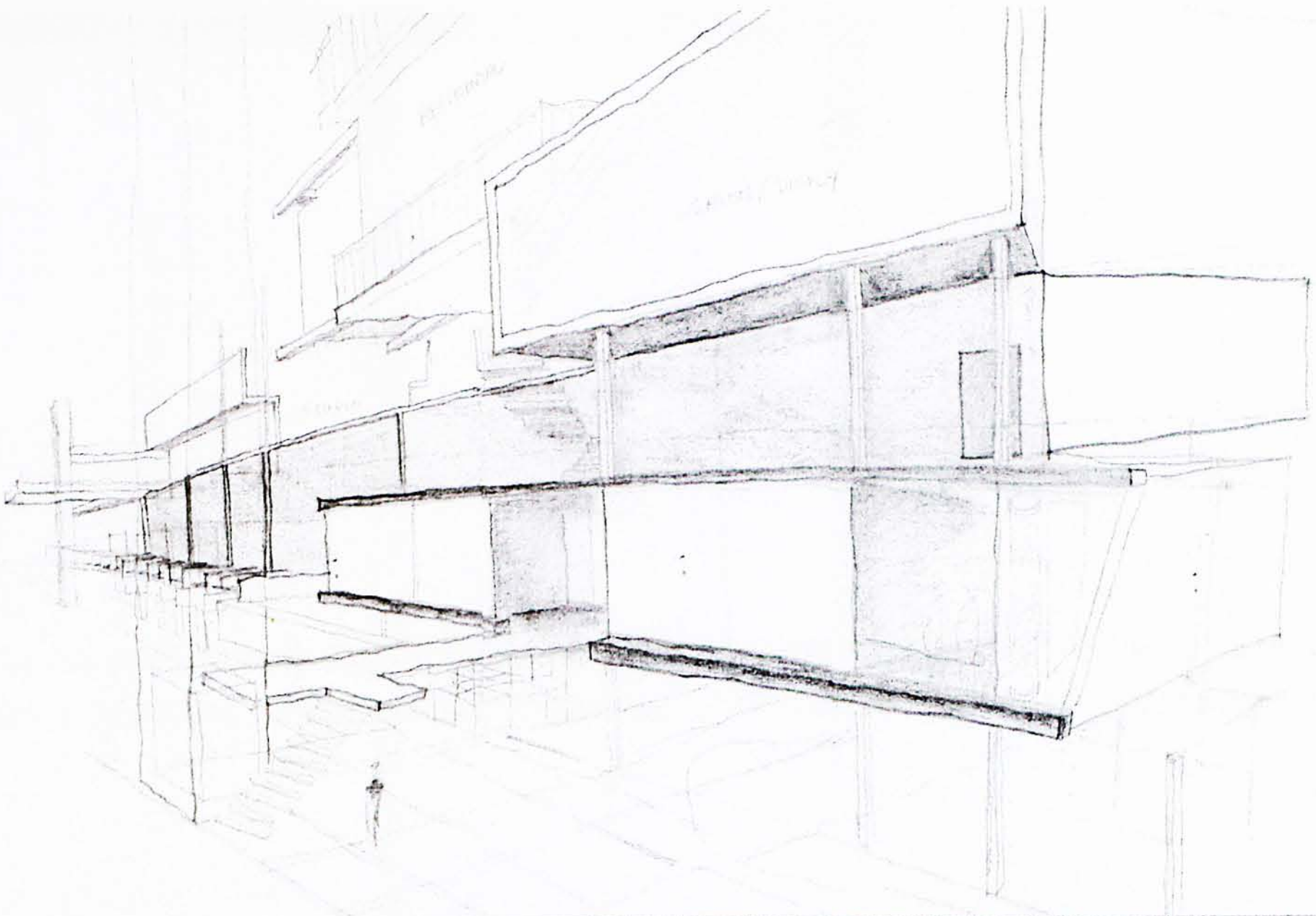


At the end of a street, the pedestrian flow changes from a continuous one to a stopping movement, slowing down and gradually changed to two directions. A green space at the very end is quite effective to withhold the people and give a spot of pause. While large shopping malls are always situated at either ends. On a two-sided street, a U-shaped space such as a lobby or a ticketing office can ease the congested pedestrian circulation since there is not much public open space in Mong Kok. However, a green space in one side may only work well if there is a passage way to another side of the road or a subway which are main source of people. Otherwise, in Mong Kok, people tend to stand and gather on the streets where they can enjoy the shopping environment especially most of the famous streets are being pedestrianised. A triangular relationship with the shop modules and circulation is the most appropriate.

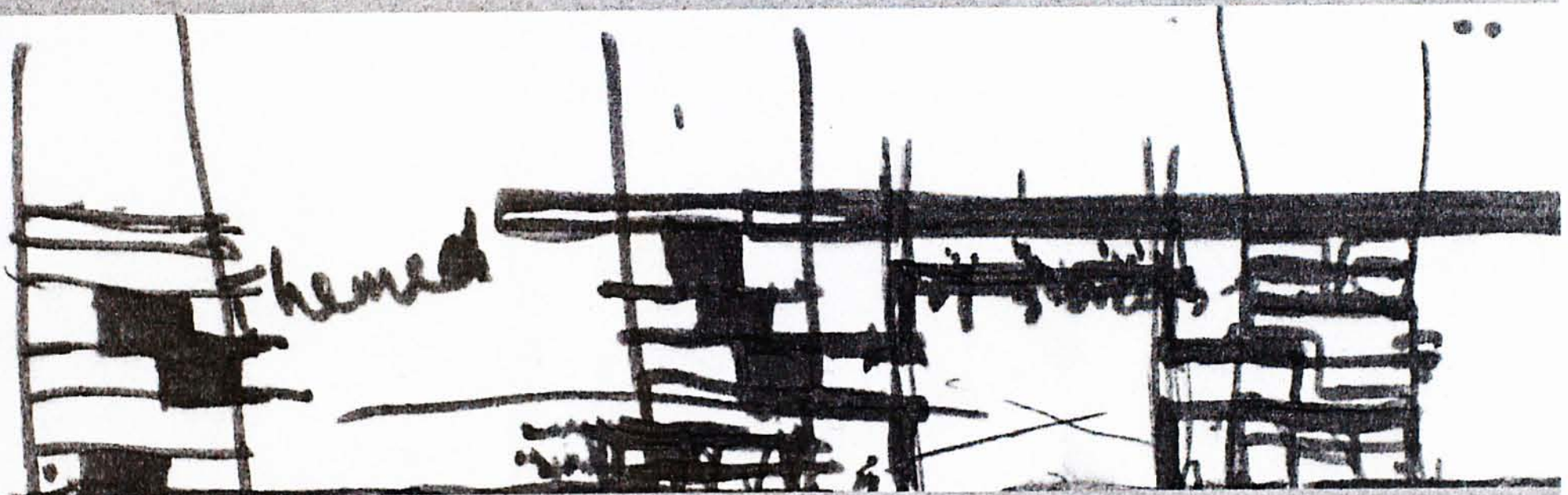


Series of structural service core and elements of program are composed to see how the aesthetics of the building and the space will be. Red color parts are the service zone which appears alternatively in a horizontal layer. Vertical planes work with the staircases cores as the mega structure. The yellow slab is trying to see how an irregular geometric element break through such regular designed system. Green plane happens in a bigger planning picture where the public space occurs. However, this design appears to be a bit random and disorderly composed. With the separation of the vertical planes, there is no unity in the whole development planning.

DESIGN DEVELOPMENT STAGE 1 SKETCHES



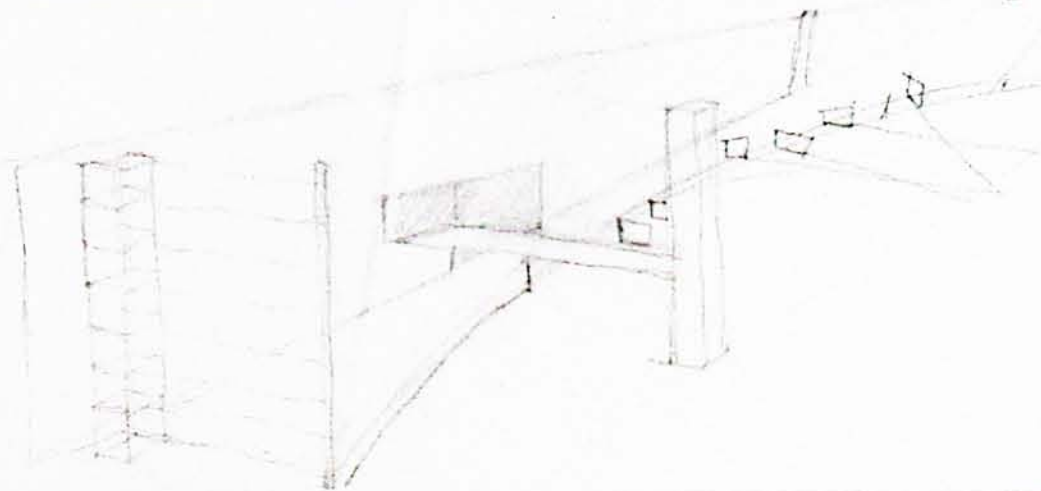
A intended perspective showing the interactive spaces in the volumetric



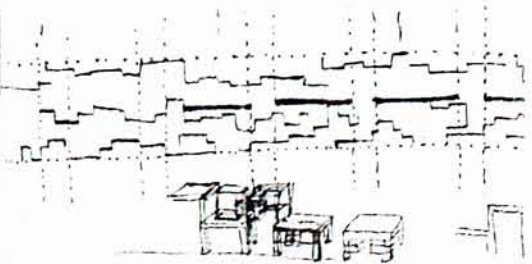
Horizontal connections with programs plug in the space under certain storeys high



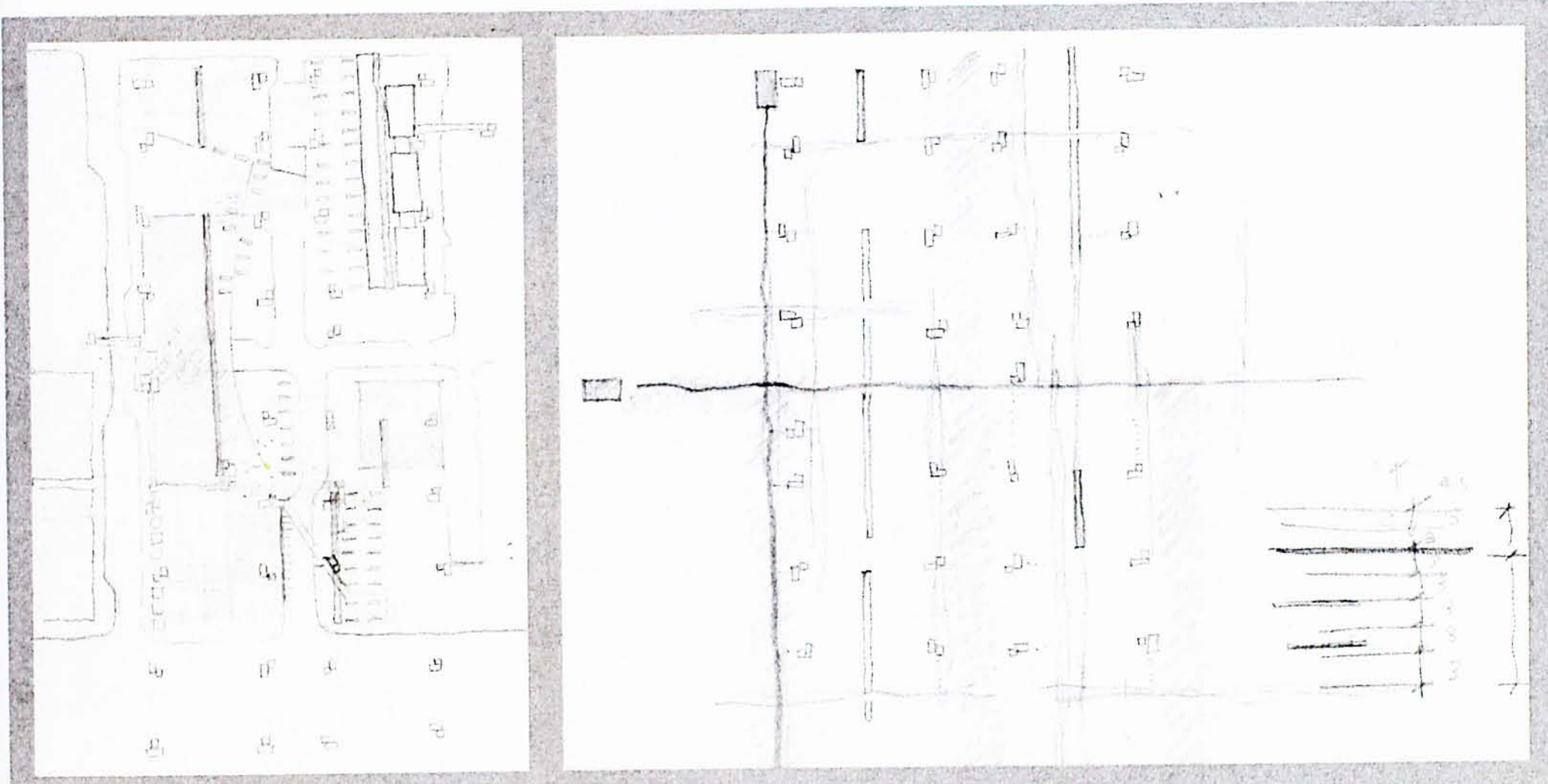
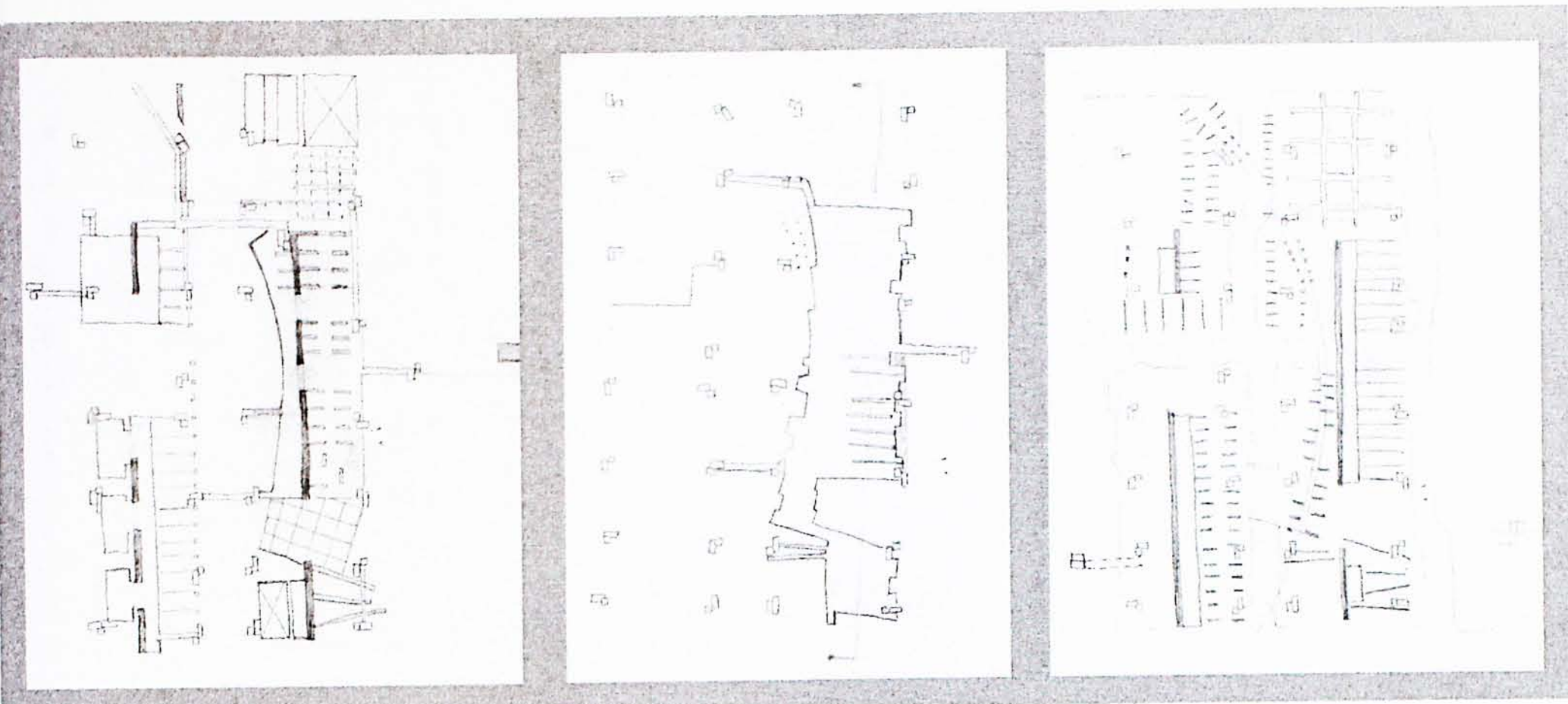
A section showing solid and void interlocking each other



Possible linkage inserting/ breaking into huge building mass



**DESIGN
DEVELOPMENT
STAGE 2
SKETCHES**



DESIGN DEVELOPMENT STAGE 2

A preliminary thought on
site planning

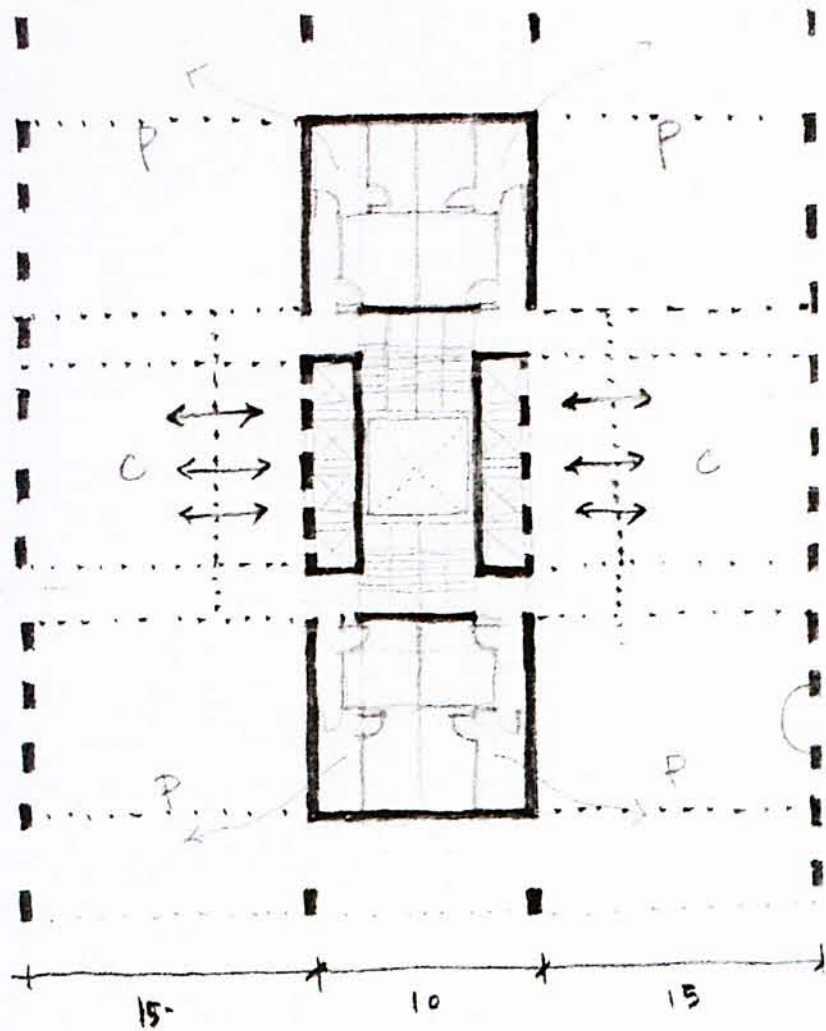


FIG. 1

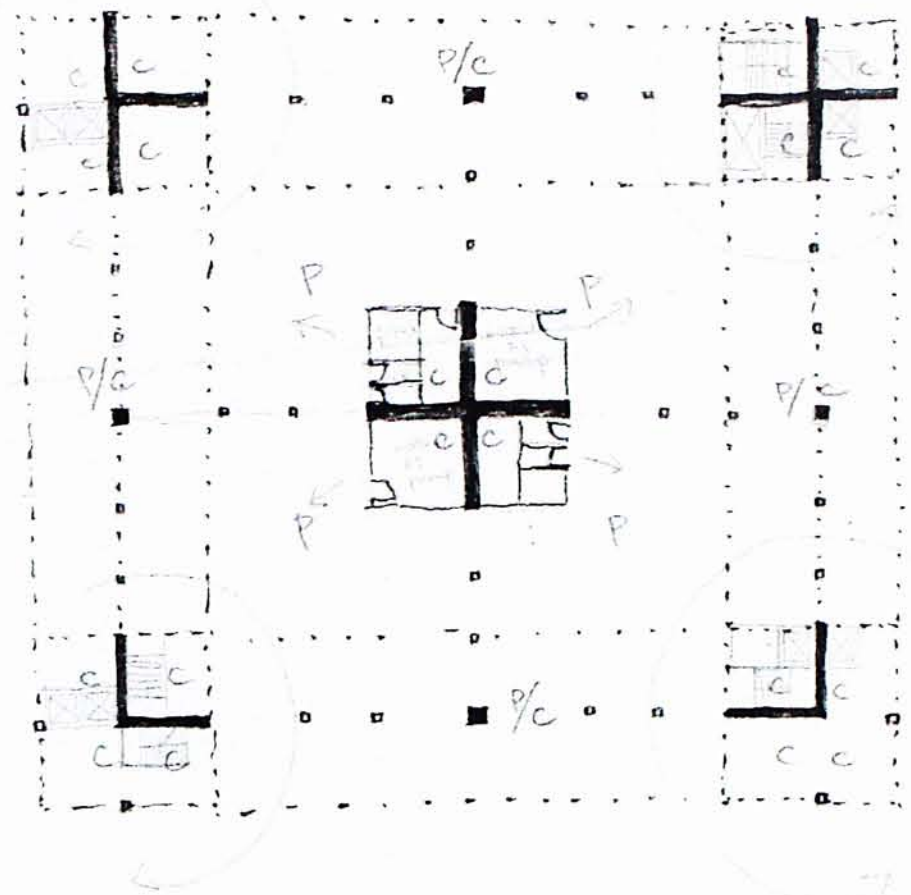


FIG. 2

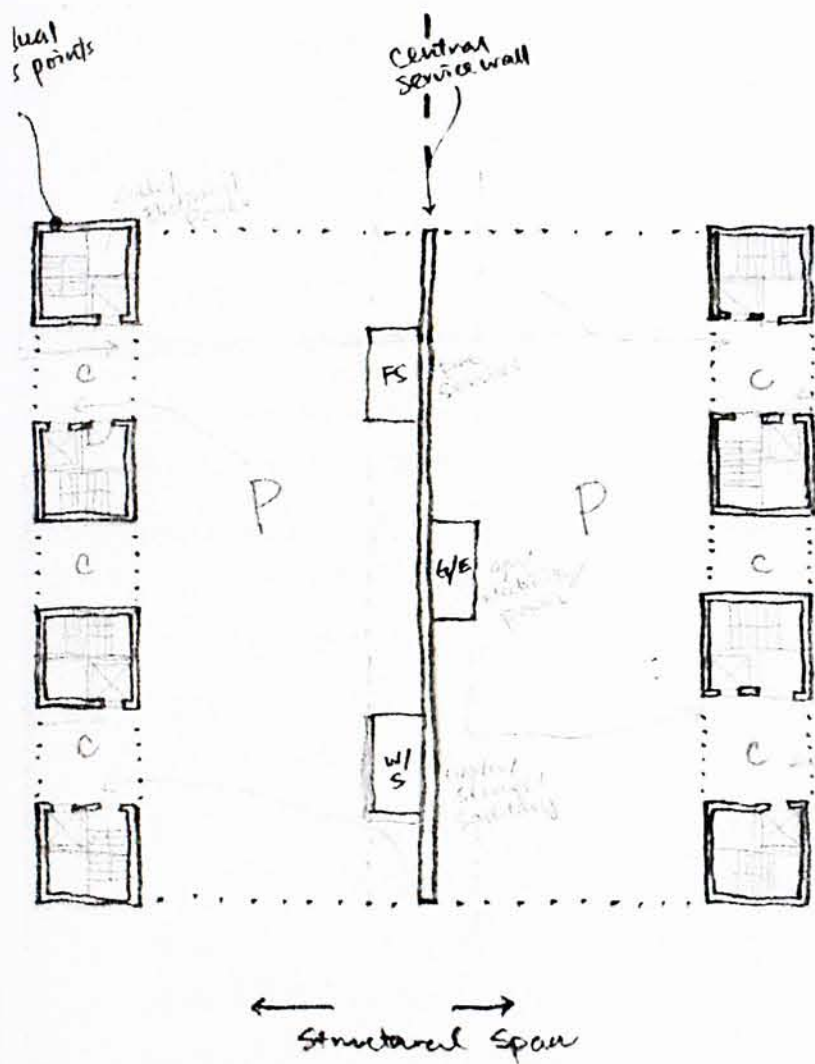


FIG. 3

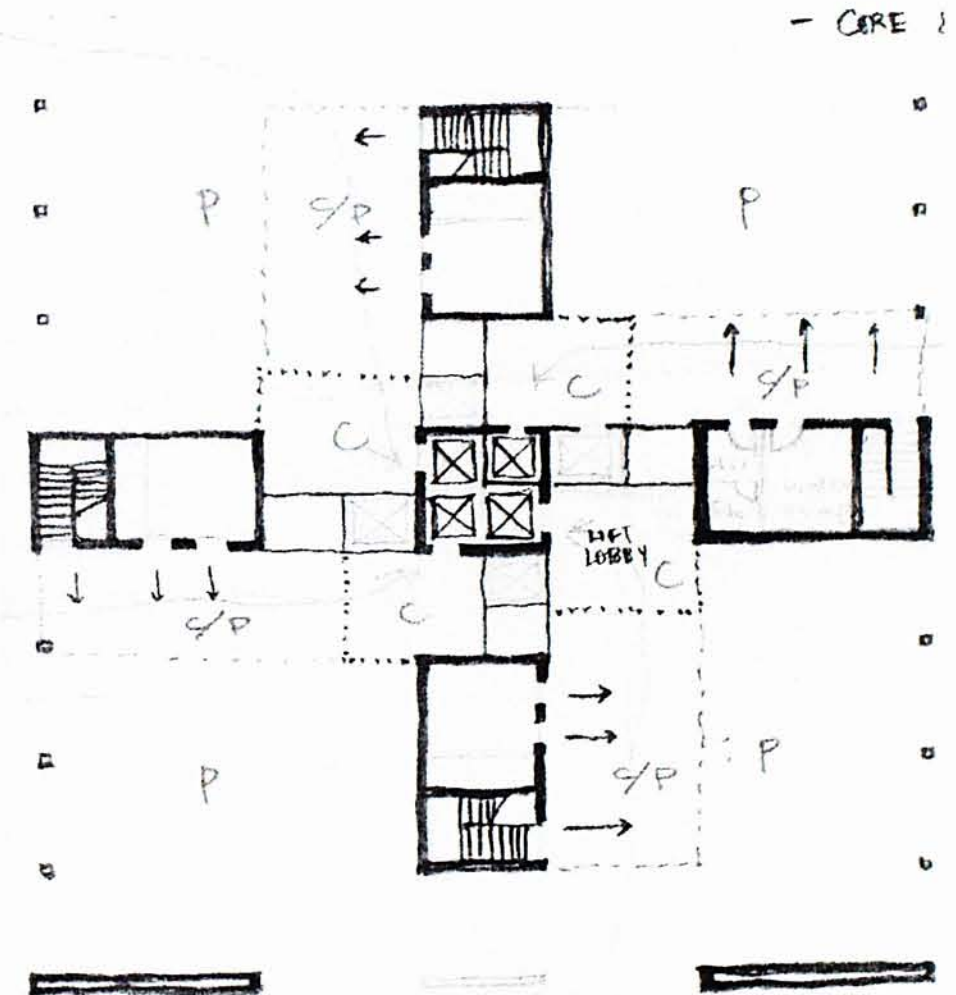


FIG. 4

The idea of the hardware and software is suggesting a system (hardware) that will serve the whole district in the long run as a backup which is sustainable and long lasting while the internal program (software) will change over time and use of space. For the hardware system, it includes the servicing for the urban city just like that for a building, thus the lift core (transportation), the public and private amenities such as toilets, kitchenware, electricity, water supply and outlets, AC system, mechanics, plant room, plumbing, sanitary, fire service, cables, etc. Such a system will need a planning on a straightforward and simple configuration, as well as easy to adjust, easy to access, easy to maintain, flexible and direct. The exercise of this test is to find out the most appropriate and suitable configuration for the whole design development.

Fig. 1 is a centralised service core with the structural columns on the perimeter of the two streets. It works in a two directional to the streets facing outwards. The public and private zones can be alternatively set.

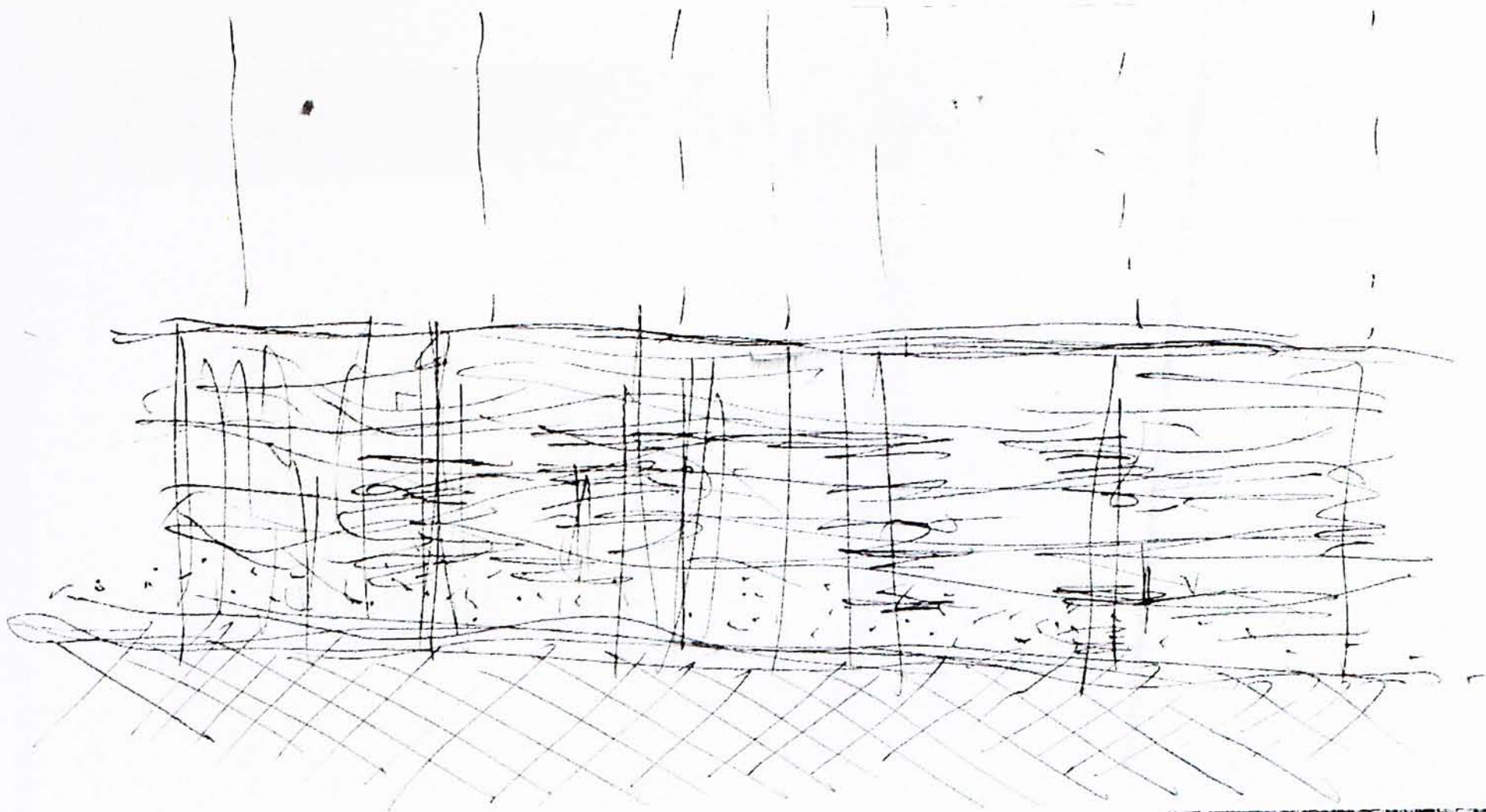
Fig. 2 is a 4-sided planning with the transportation cores at the corners while the rest service in the centre among each 4 transportation cores. This arrangement gives a flow of circulation space and access. The public and private spaces will flow between the five cores. But, the area used by circulation will be too heavy.

Fig. 3 is a parallel system with walled structure to hold the main service while the circulation cores are set at the 2 sides of the streets with alternative public spaces interlocking with them. This may take up the most fruitful frontage of the streets while giving them back to the public such as open space and lobby area.

Fig. 4 is a cross system with the lift cores at the centre while the service is designed to be servicing in spiral direction. The public space will all be kept at the most inside of the site.

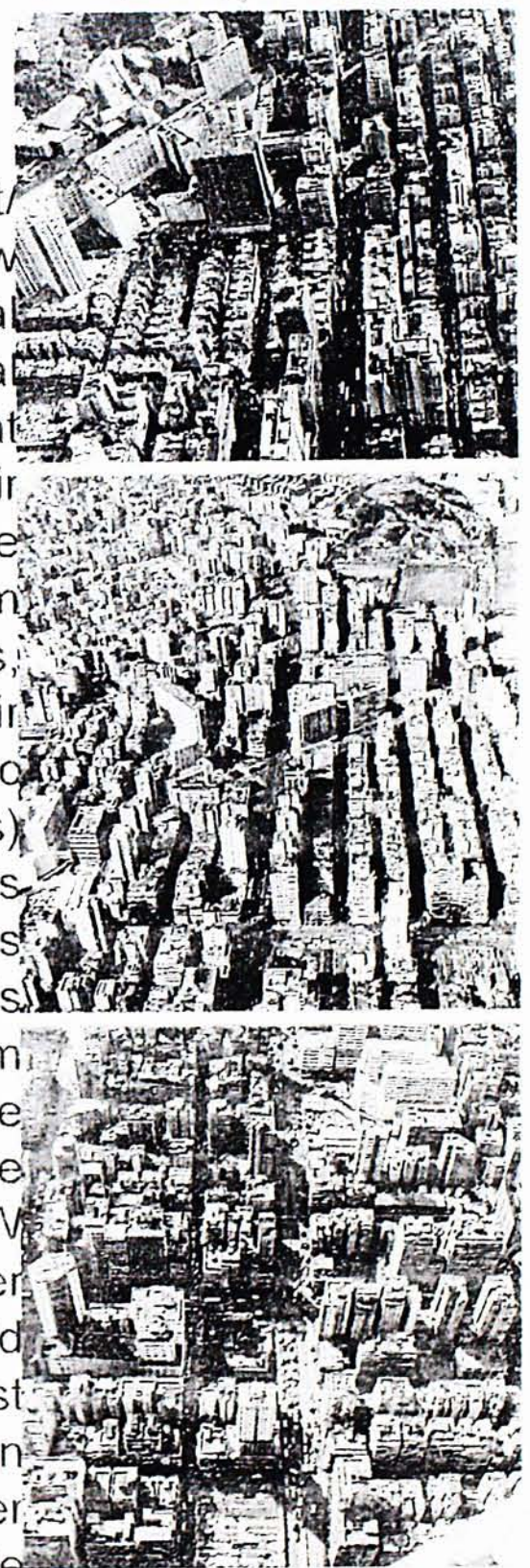
DESIGN DEVELOPMENT STAGE 3

Test on service core
planning configuration



MERGED ORGANISM GROWING IN FUTURE

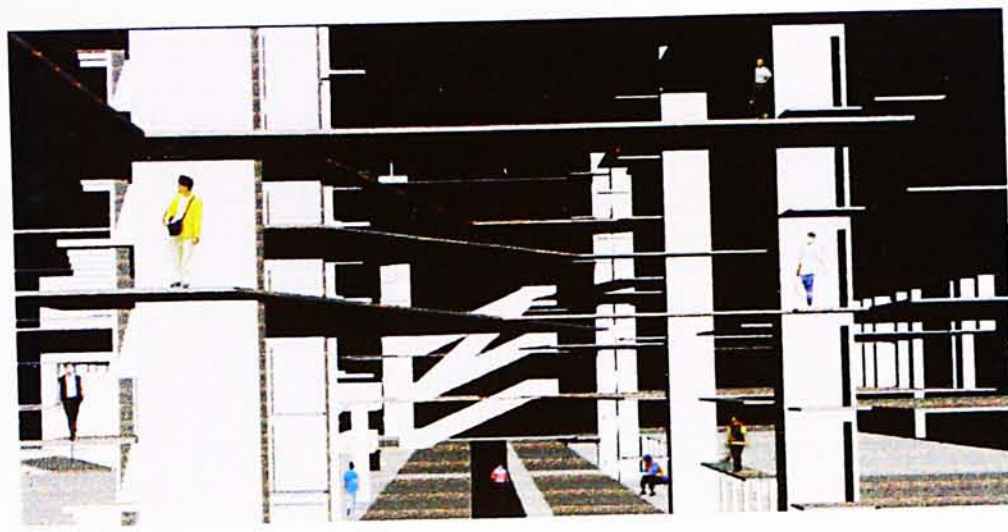
Investigation into the site inspires me of certain kind of limit possibilities to human perception of Mong Kok. No matter how enormous a new "thing" happen in Mong Kok, the historical memory of a sea of low-rise buildings is still buried in local people's mind. It is also due to close living environment that people used to walk up and down from the staircase to their homes in the low-rise. Rather than a lift, it is a kind of graduate process from the ground level to upper levels. Random happenings of signage, billboards, advertisement boards, lights, hanging decoration, electricity wires, illegal structures, air conditioning units, hanging clothes, canopies of hawkers, etc. form a very important layers (a false ceiling in architectural terms) in the void spaces above the streets or intermediate the alleys or penetrate into shopping arcades, especially the more famous named ones. Our visual is heavily occupied by all these. It is observed that an average height up to 7-storeys is the optimum level that one would visualize all these characteristics. With the regulation of 100% site coverage up to 15 metres high, there forms two layers or two volumetric spaces separating the NEW & OLD developments. Thus, after time by time, the spaces under this 7-storeys will be modified since individual developers would not consider the external street space or urban life as the first priority in design. It is aimed to have such a system or a design element to retain and sustain the quality of the streetlife no matter how the internal program changes time over time. The two-side relationship of the pedestrian path have to be closely related in the design.



DESIGN CONCEPT

MERGED urban fabric IN FUTURE

Tectonic (Architecture)	Urban Scenario (Life Aspect)
<div>1. 9 typical expansion of urban grains (prototype) -extension -connection -expansion</div> <div>2. the Tectonics of architecture would be able to maintain the merged lively environment with as many varieties, possibilities and qualities in it.</div> <div>3. By Staging according to ages of the buildings.</div> <div>4. By negotiation of developers and cooperation with the planning department.</div> <div>5. A Common base structure to hold the fabric and hidden life qualities altogether.</div>	<div>Existing scene:</div> <div>1. Visual connections : -signage, billboards, balconies,etc</div> <div>2. Circulation connections: -pedestrianisation, bridges, subway extension, etc</div> <div>3. Activities : - vertical connection to 1/F and some semi- public shops and restaurants, etc</div>



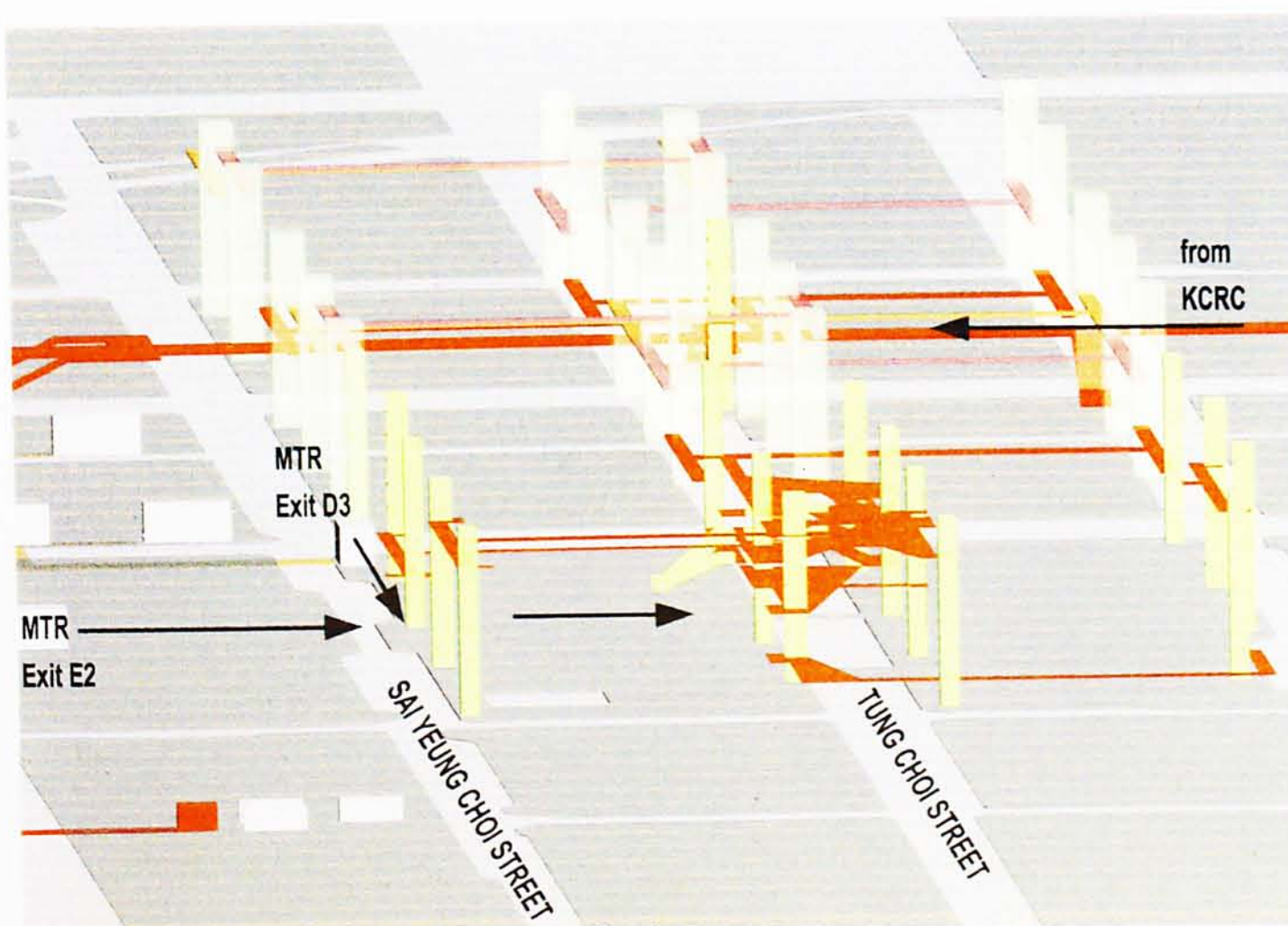
MONG KOK UNDER 7 STOREY - 7 STOREY WITHIN MONG KOK

A MEGA SPACE – AN URBAN GROWTH WITHIN

The design intent is not merely a dwelling in the city, it is a method of design treatment which can be sustained for many years. Also, it may interfere with the existing regulations that they may have to be amended since many new structures and policies are being constructed in the city. It is thus dealing with an evolution of urban design which concerns about several specific issues in a specific district. It is expected that in the long run, a kind of mega space is grown in the whole district of Mong Kok neglecting how the internal programming and functioning of buildings change over time.

At the first stage, it will be like a bare framework, holding partly old and new structures together. We assume the urban renewal process take place every 50 years. Then new developments start to use or utilize the framework. The final scene will be the disappearance of the framework because it is merged with all the buildings in certain way.

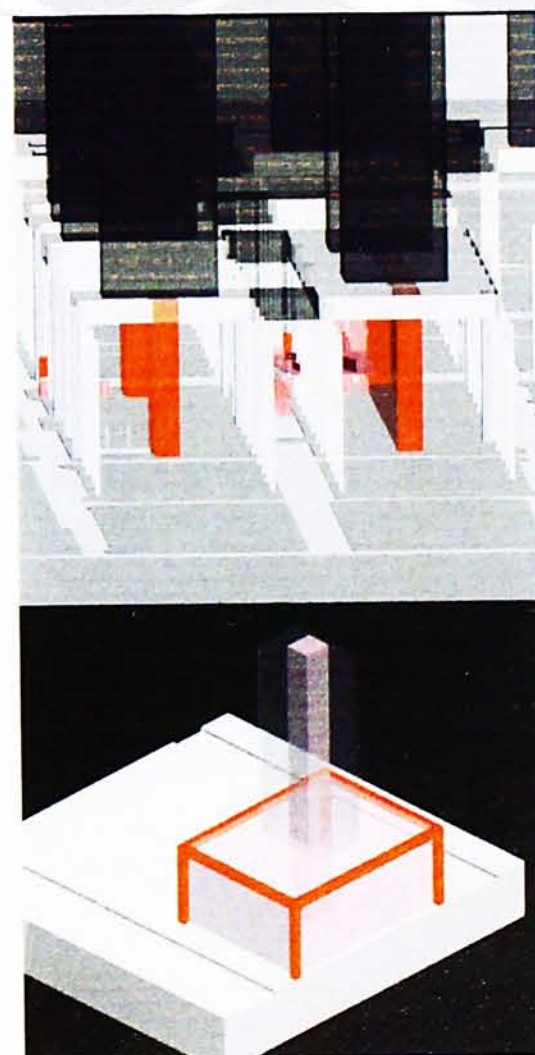
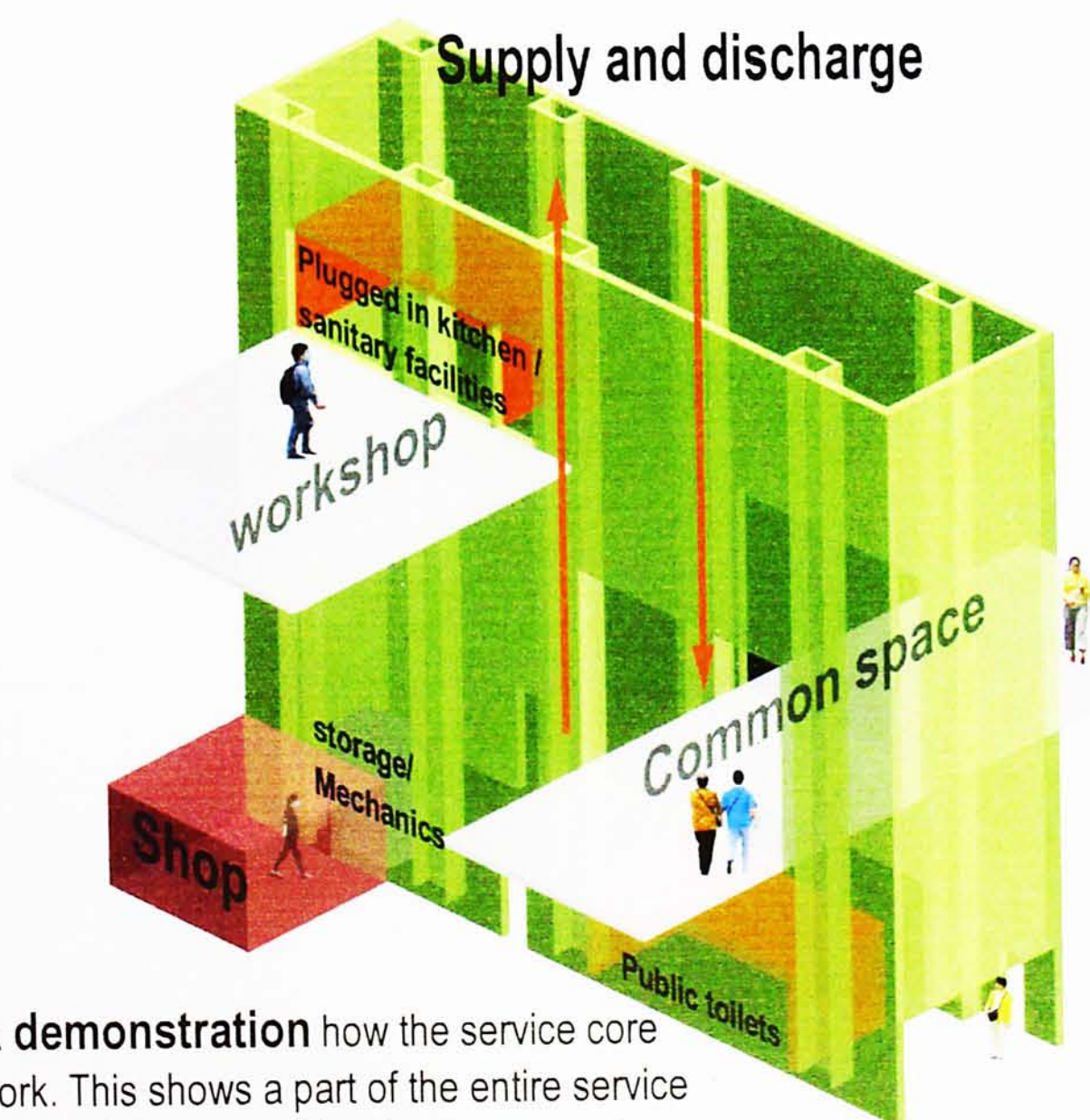
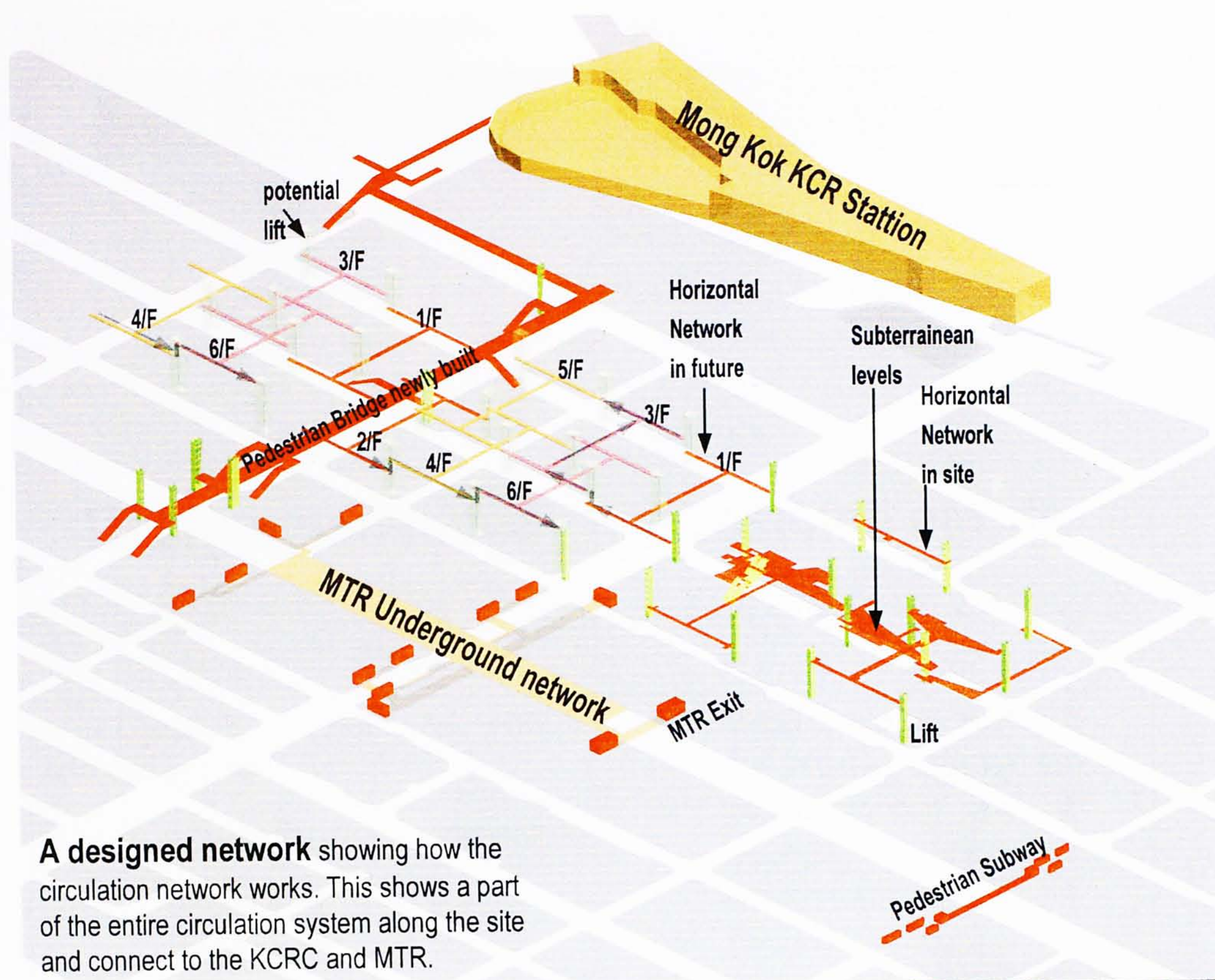
A framework of 7 storeys high is intended to act as a layer to hold the district together.



**DESIGN
CONCEPT**
1. - 7 STOREYS
Under Mong Kok

MONG KOK UNDER 7 STOREYS

A New Strategy Architecture)	Shape of Mong Kok (Urban Life)
<div>1. An average of 7 storeys height is investigated in the district which will combine all the contents to the false ceiling. Above such height, the visual connection and also the “elements” fade away and do not make an effect.</div> <div>2. A possible development of the 7 storeys:<div><div>1. Distinction / combination of the 15m podium with this “observed” height.</div><div>3. Integration of the two parts (+/- 7 storeys) by the structure while it can hold the shape of Mong Kok.</div></div></div>	<div>False Celing</div> <div>Living Façade<div><div>- unconscious, unplanned, random happening of the false ceiling characterized by the many essence of Mong Kok such as the sticking out of signage, billboards, lamps, electricity wires, flower beds, illegal structures, hanging clothes, many of which are due to the different building form of low-rise buildings from the pre-war period to early 40s.</div></div></div>



DESIGN CONCEPT 2. - Hardware & Software

SOFTWARE & HARDWARE

Design guidelines	Essence of Life
<p>Continues (from the existing scenario as a hint....)</p> <ol style="list-style-type: none">1. Acts as basic elements of designing, generally apply to the part under the 7 storeys.2. A method of quantitizing the abstract essence of life, the social, the economical and psychological (memory/history) traces of Mong Kok.3. Sets of modules of diverse program of different dimensions and façade requirement.	<ul style="list-style-type: none">● Existing qualities related to the activities and the way people perform and act according to the urban environment :● Competition of signage● Display (showrooms) on 1-2/F● Grouping of same business● Gathering in the middle of the road● Hawkers at corners● A new mode of circulation, - bridge● Small business, retail, of more intimate scale more welcome than shopping arcades or malls

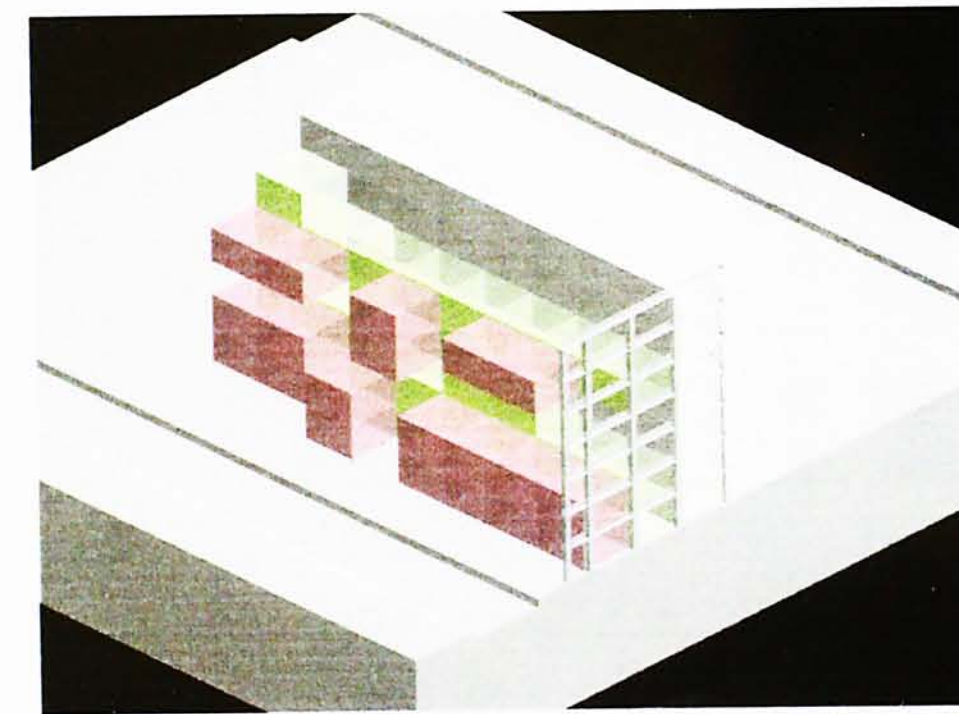
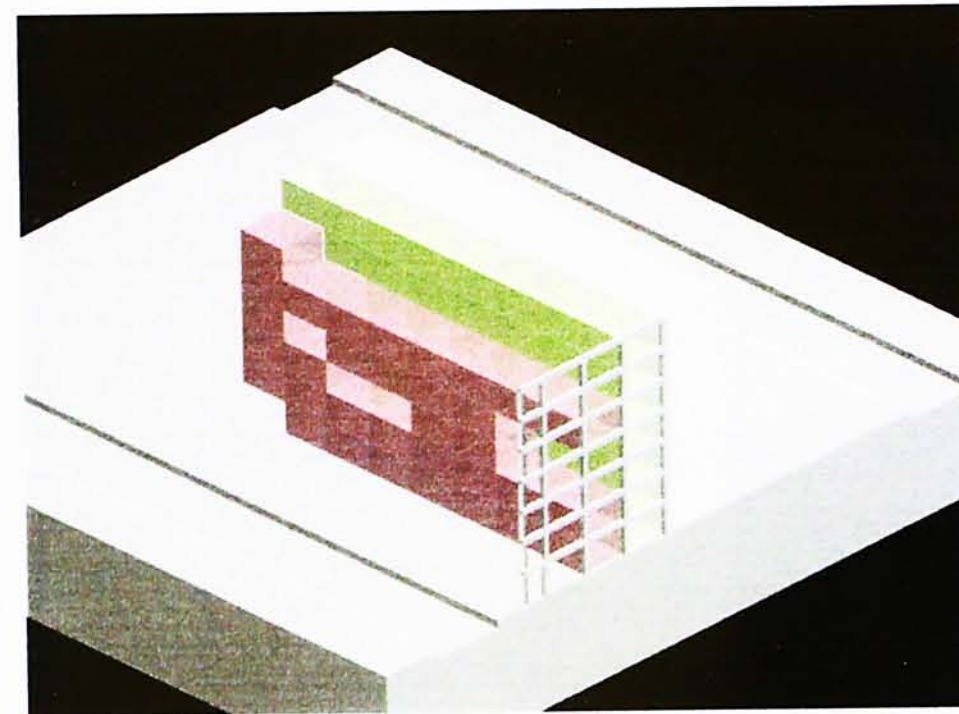
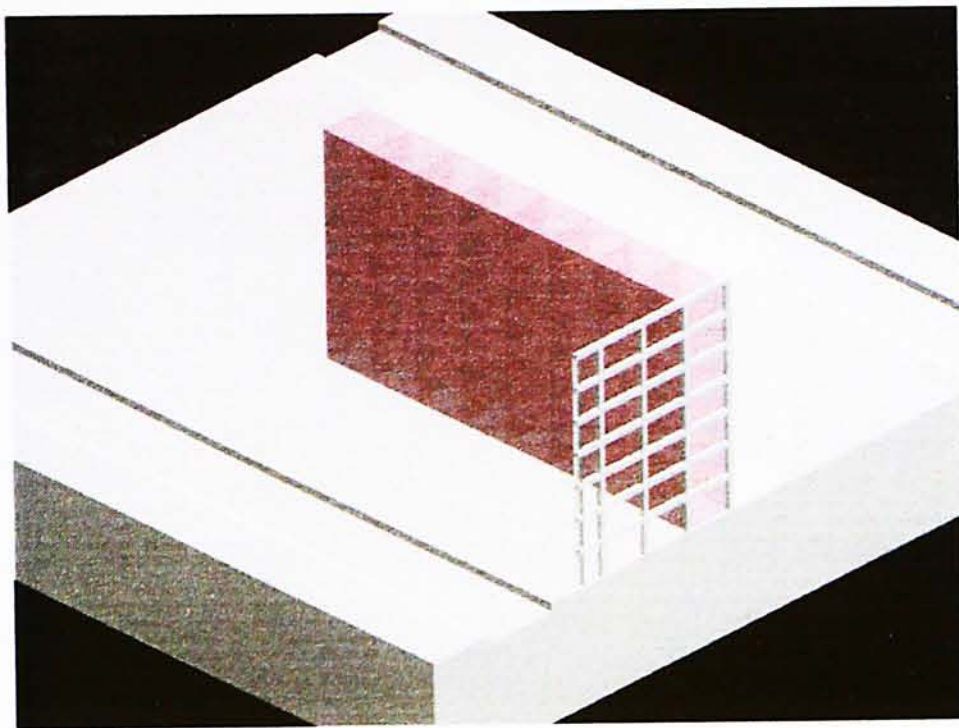
SOFTWARE & HARDWARE

Selected Aspects for designing the “SOFTWARE”

- 1. Cellular space on ground floor
 - Walled system
 - Partition system

The spatial distribution can only be either using walled system or partition system of 5m wide by 4.5m high space, such space as confined by structural walls or partitions. And the program on ground level is recommended to be commercial or convenient food and beverage.
- 2. Display Level
 - A continuous void (visually open or semi-open) from 4.5m-10m, except from vertical circulation, service core, staircases and escalator.

Program which holds either commercial advertisement or exhibition status can be held.
- 3. Staircases
 - Basic requirement follows BR.
 - Access to the “Display Level” are achieved by either ramps or staircases only to encourage level of transparency, flow of people with increased degree of sensual and bodily interaction. Access to levels above can be achieved by other means.
 - Except double height space, access should be provided to the Display Level.
- 4. Public Facilities
 - Public WC facilities should be provided on ground level / basement level when there is food and beverage shops on such level and their area exceeds 3 lots.
 - Every 2 lots share one common open space
- 5. Illegal structures
- 6. Basement Entertainment
- 7. Open Green space used as gathering space for youngster, mixed age groups

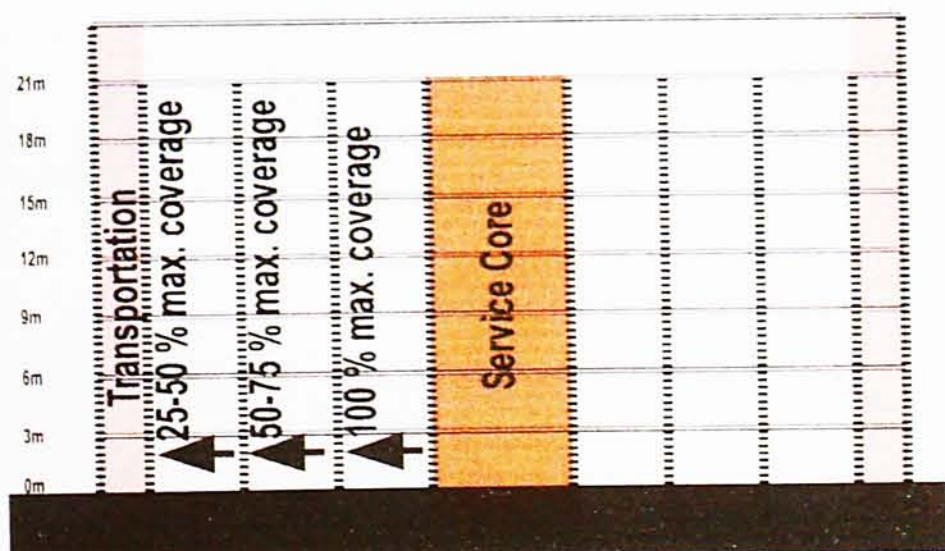
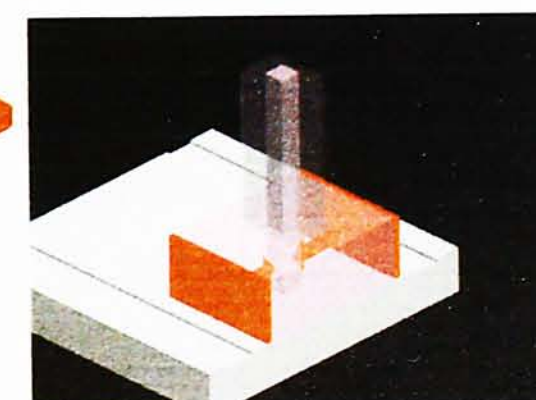
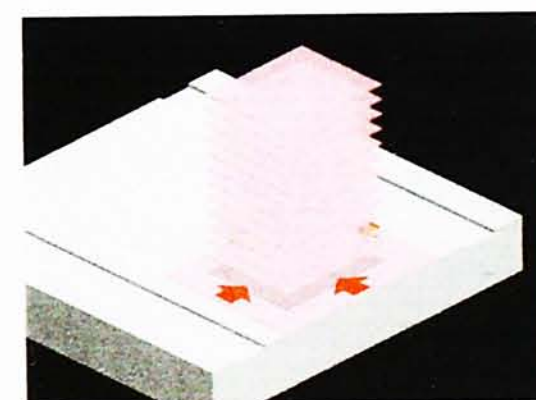
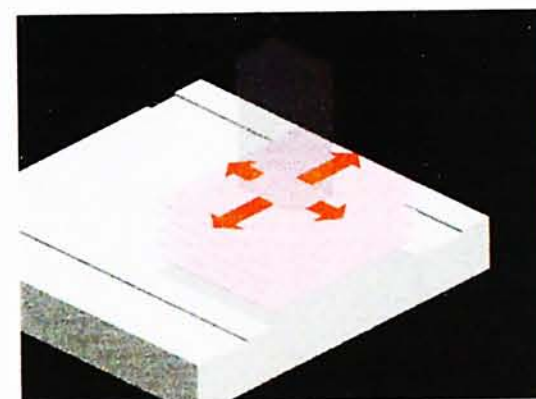
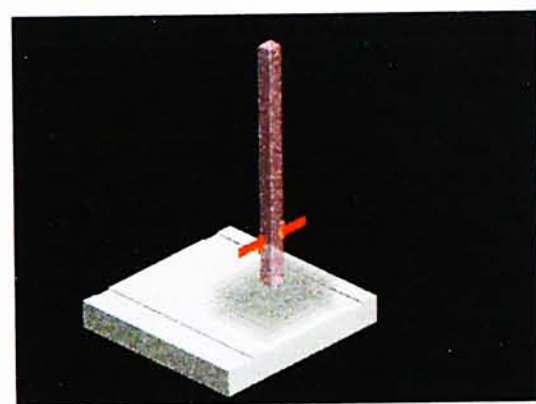


Nowadays, the urban scenario of the built environment is that more and more pencil towers are built. Commercial and residential, no matter what is the program, the builders just build higher up and slimmer down due to scarcity of land. Also, the gain of floor area to obtain higher profit is one of the main objectives of architecture.

With the existing building regulation of allowance of maximum 100% site coverage under 15 m, we can see that there is this new type of podium building, which separate the building into two sections. Then, the mass under 15m is just pushed outwards to the site boundary leaving no public space. Very seldom buildings would sacrifice GFA to contribute to the whole city as some communal space and public space.

This project is aimed to breakthrough this building type by proposing a new policy or amendment to the regulation, the FACADE COVERAGE, so that the building mass

is further broken down into smaller volumes, leaving solid and void spaces interlocked together. The principle is that towards the two sides of the building under 7 storeys, the central core will be a planar zone for service and transportation, then there will be three layers of zones going outwards, specifying limited coverage of that facade. Less coverage of the facade at outside is recommended. Thus, this is hoped to gain back public space and voids, the in and out volumetric facade articulation in the future development in MK.



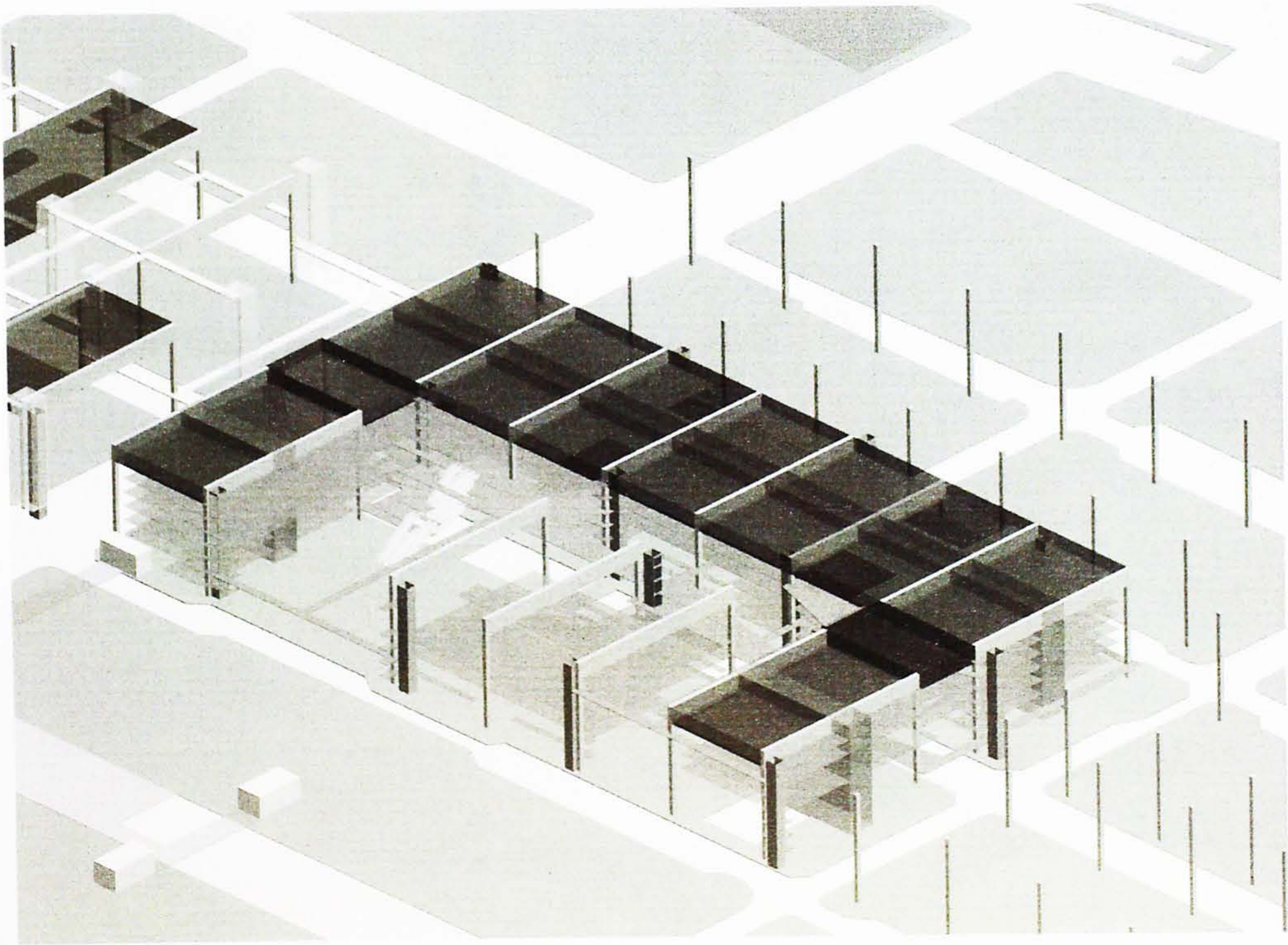
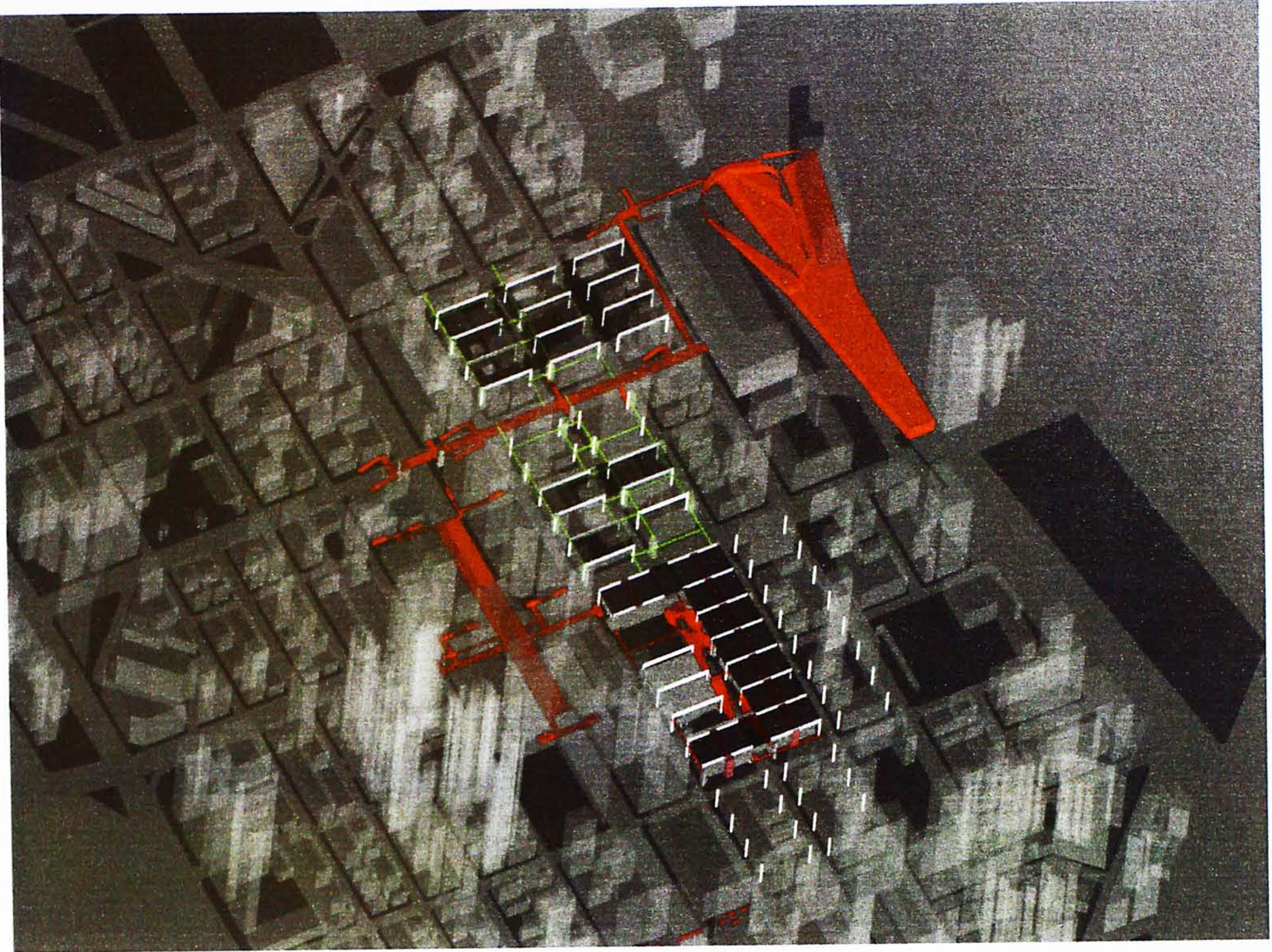
DESIGN CONCEPT 3. - Facade Coverage

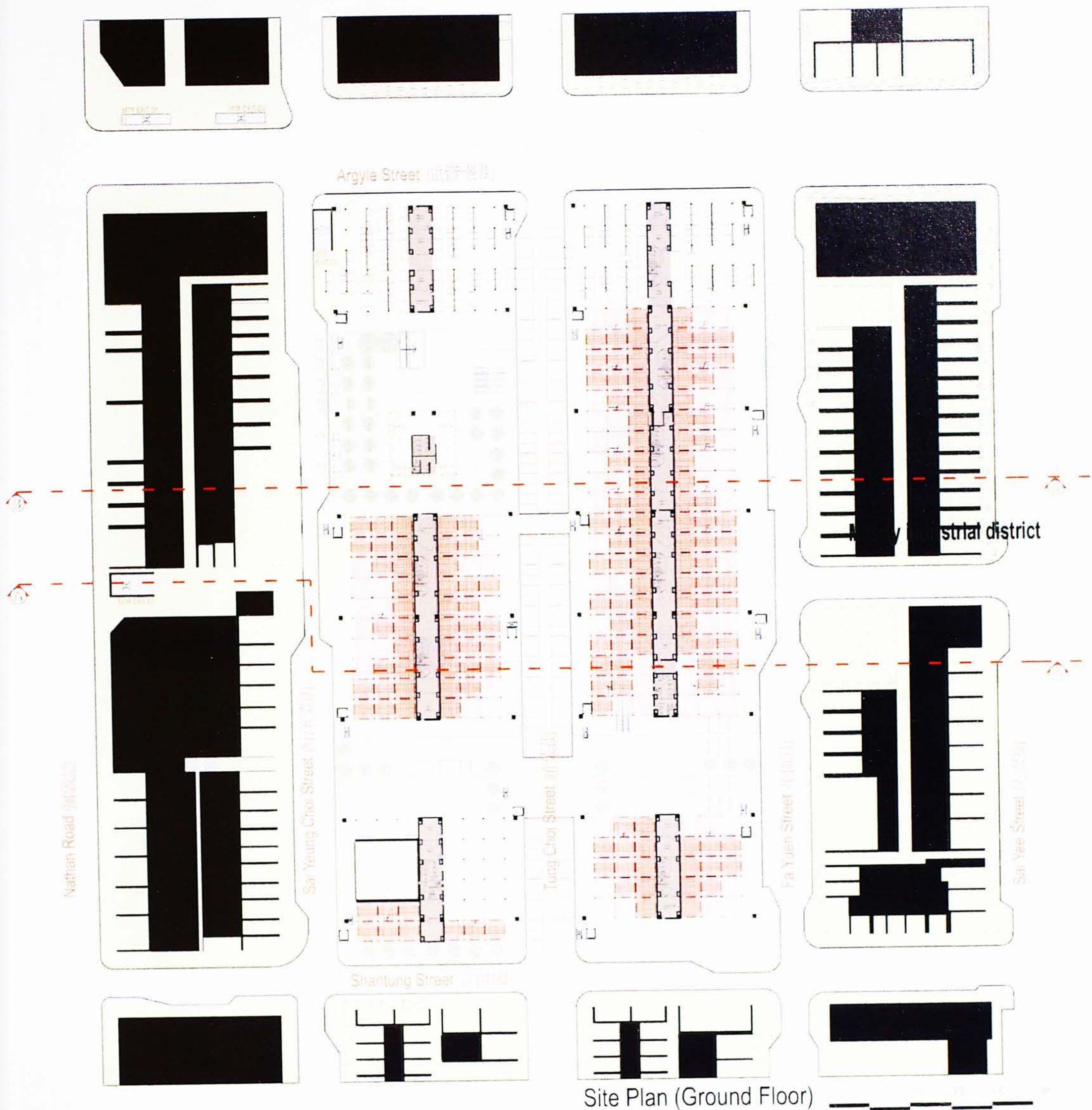
FAÇADE COVERAGE

Regulation complement	Lively streetscape & solid and void spaces
<ol style="list-style-type: none">1. Due to disadvantages of existing building regulations, new amendment or complement to it should be proposed.2. Architecture in Mong Kok should have a comprehensive design method or typology to maintain it's uniqueness and identity.3. Based on the interesting streetscape and façade articulation, a new design guideline or a new approach is proposed.4. Add to the site coverage, façade coverage of limited % is applied to the site in different layers.	<ul style="list-style-type: none">● Spaces along the streets in Mong Kok are always changing. Additional panels, volumes, elements are applied onto the façade or balcony or even illegal structures that keep changing the space above the street.● Together with the signage, billboards, etc, the façade is not a straight monotonous one.● Volumes extruding and recessing from the façade also reveals life in there.● Spaces of double height or triple height always exist .

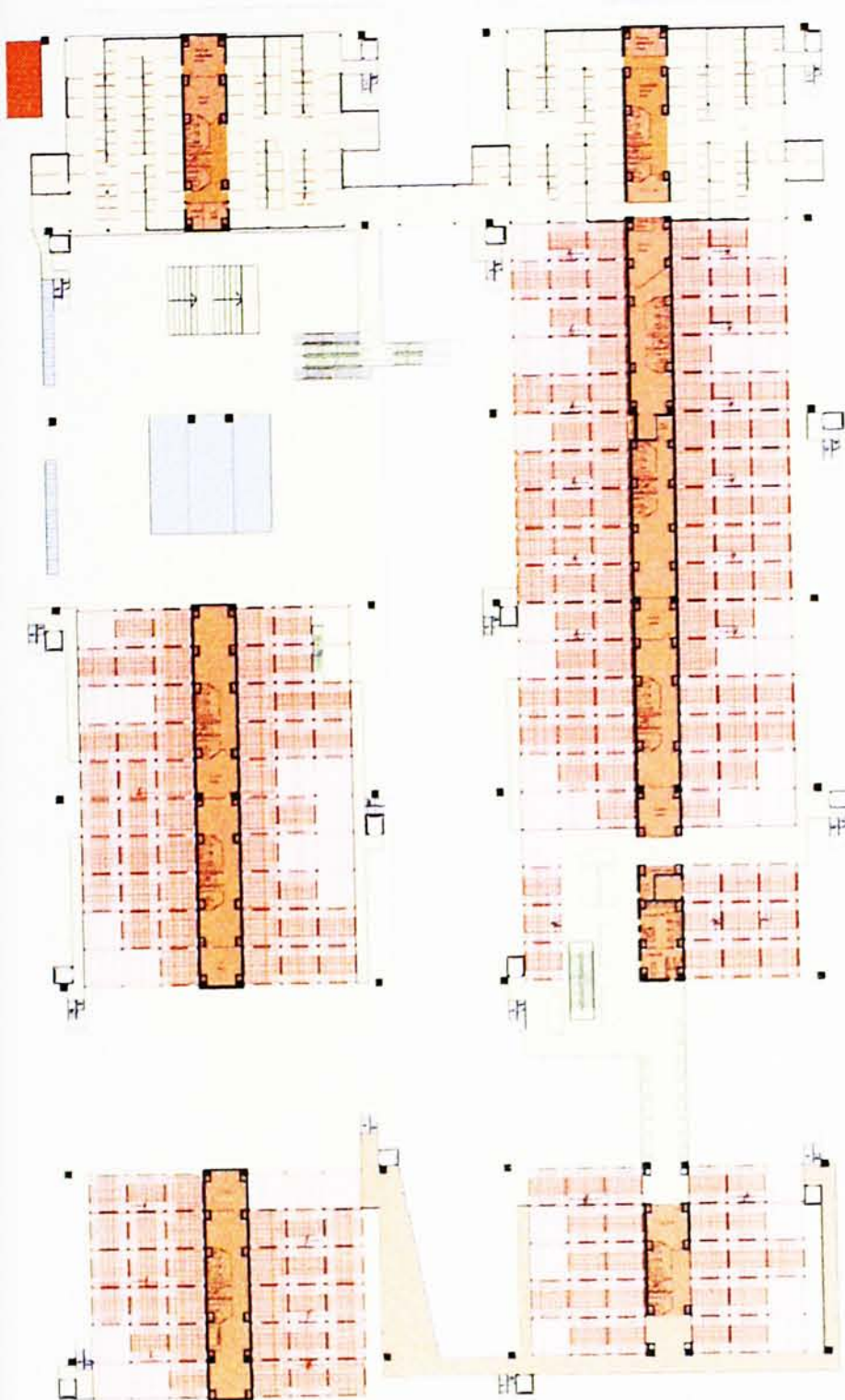
Program / functional spaces designed
for the future in Mong Kok

1.	Urban Connector (connection)	MOVEMENT
	<ul style="list-style-type: none">i. Horizontal<ul style="list-style-type: none">1. change direction of view and routes2. between all layers and urban fabricsii. Vertical<ul style="list-style-type: none">1. change view / levels2. go to High rise buildings above 7 storeyiii. To existing traffic facilities (designated routes)<ul style="list-style-type: none">1. MTR2. KCRiv. Transitional space<ul style="list-style-type: none">1. between modules	
2.	Urban Service (as a back up system for the district)	FUNCTIONAL
	<ul style="list-style-type: none">i. Public amenities<ul style="list-style-type: none">Building services involved<ul style="list-style-type: none">• Water supply / Lighting / Electrcity / Fire system / Sewage syxtem / gasii. Lifts / staircases (Transportation)	
3.	Subterranean levels (outdoor open space)	MOVEMENT & ACTIVITIES
	<ul style="list-style-type: none">i. Viewing / gathering platformsii. Performance terraceiii. Common area / public space	
4.	Green belt and pockets	AESTHETICS & ACTIVITIES
	<ul style="list-style-type: none">i. Urban void / breathing holes in densed fabricsii. Buffering zones for noise and pollution	
5.	Display lots	AESTHETICS
	<ul style="list-style-type: none">i. Billboards, signage, advertisements, etcii. Commercial purposes	
6.	Street lighting system	AESTHETICS
	<ul style="list-style-type: none">i. Solely nightlife	
7.	Renovated / reimbursed facades	AESTHETICS
	<ul style="list-style-type: none">i. Traces of history / aesthetics of Mong Kokii. Importance / significance of buildings	
8.	Market stripes	ACTIVITIES
	<ul style="list-style-type: none">i. Hawkers style (fixed and free style)ii. Theme streets	
9.	Commercial modules (or shops)	SCALE & ACTIVITIES
	<ul style="list-style-type: none">i. Own your own business, on a more regular time basis such as office hours.ii. Small retailers, commodities sellingiii. Includes: cosmetics, clothing, athletics, stationery, optics, jewelry, food kiosks, art, books, music, etc	
10.	Habitable commercial duplexes	SCALE & ACTIVITIES
	<ul style="list-style-type: none">i. Servicing business that need shift hours or non-office hours to operateii. Restaurants, music instrument workshops, computer workshop, salon, beauty and cosmetics, etc	
11.	Communal complexes	SCALE & ACTIVITIES
	<ul style="list-style-type: none">i. Groups of similar activities to form a communityii. E.g. Bird gardens, woman paradise, cyber cafes, dancing studio, etciii. Larger public programs	
12.	Car parks	FUNCTIONAL
	<ul style="list-style-type: none">i. Private (basement)ii. Public	

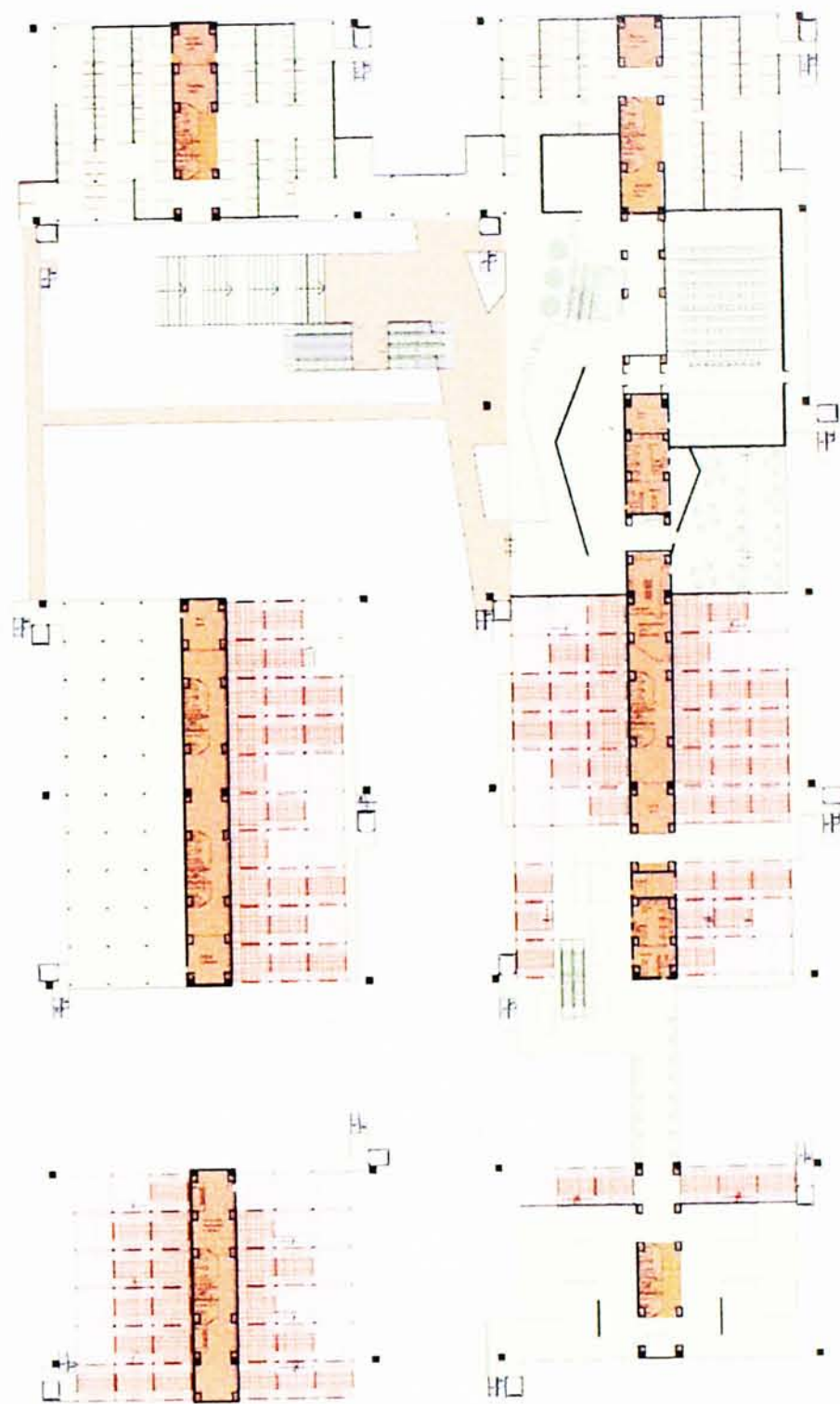




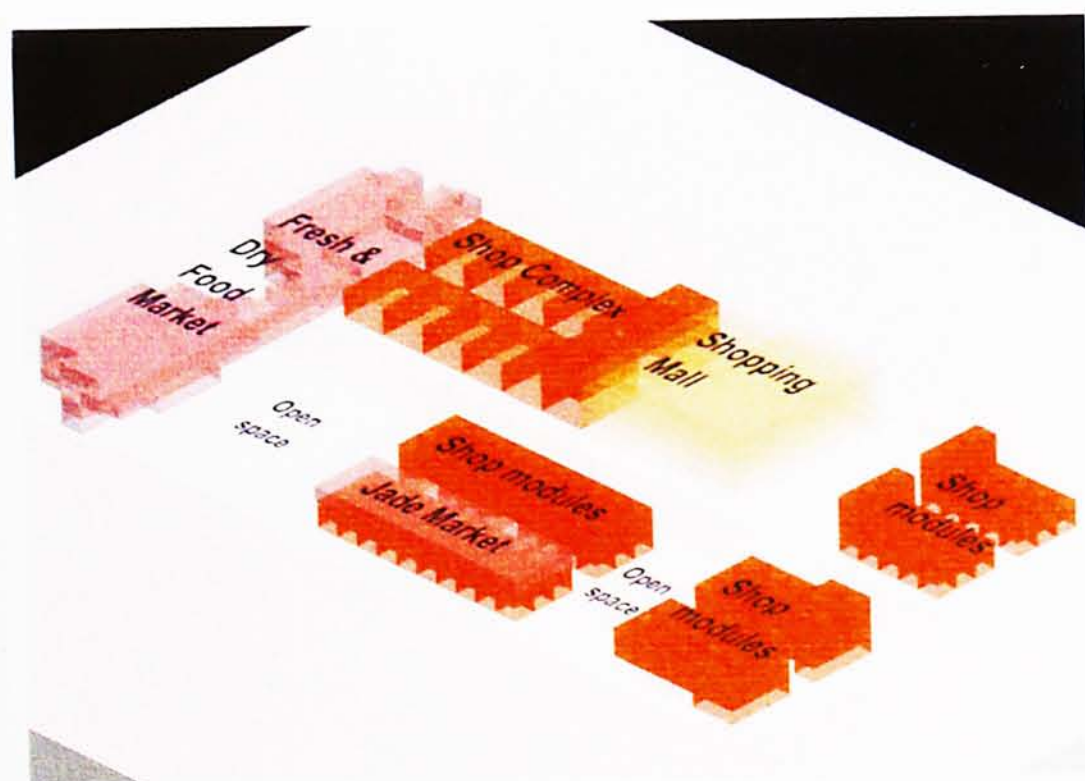
FINAL DESIGN GROUND FLOOR PLAN



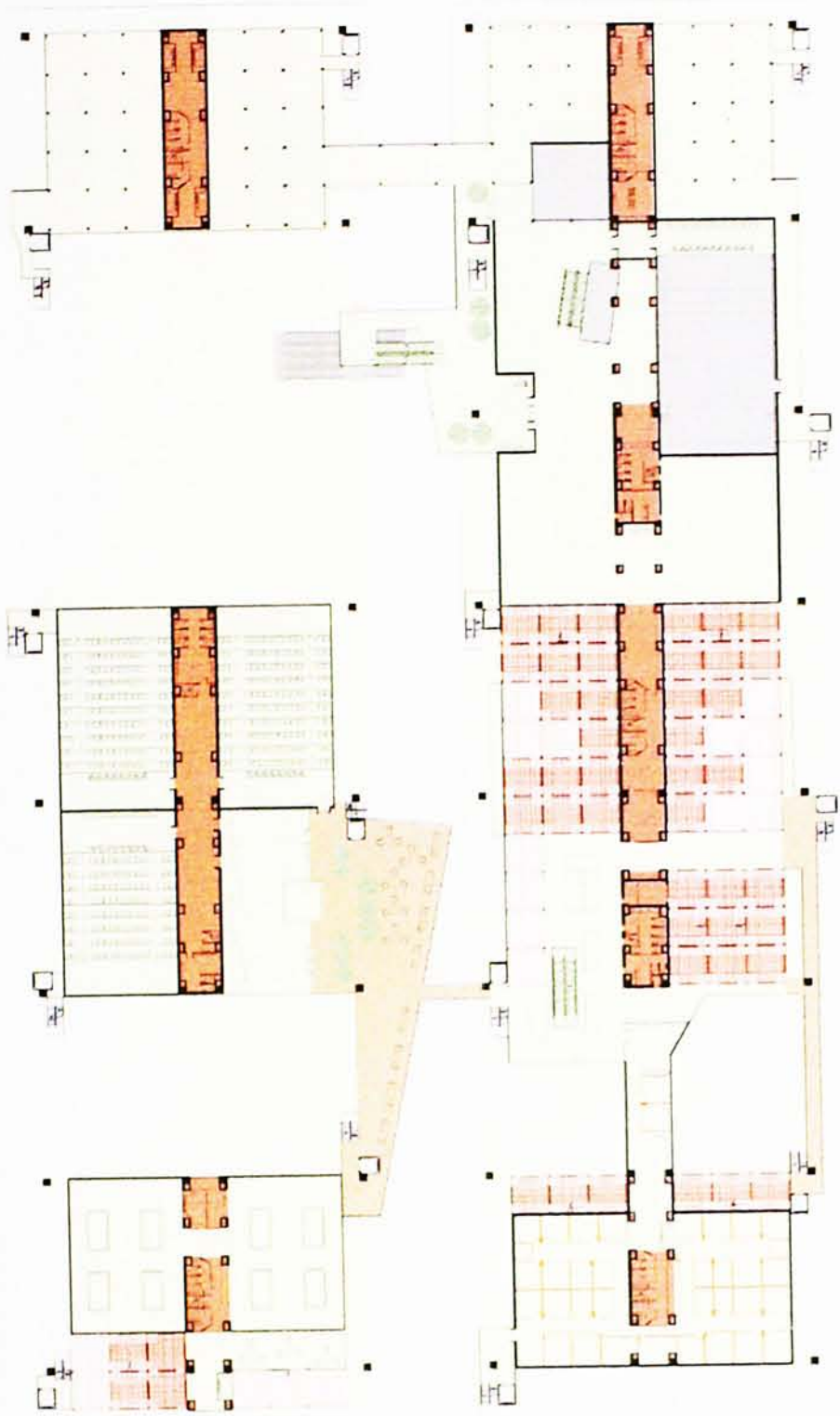
First Floor Plan



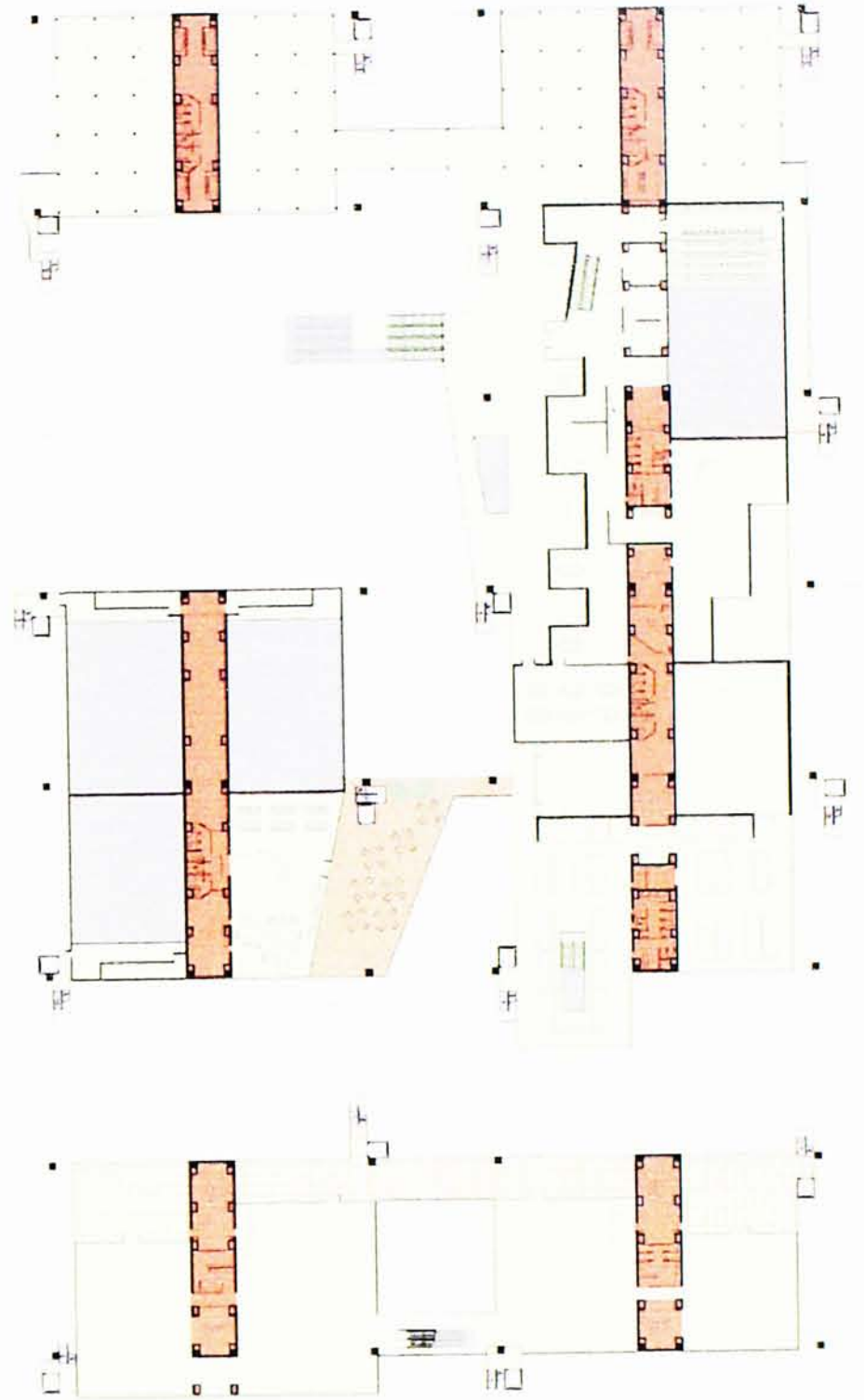
Second Floor Plan



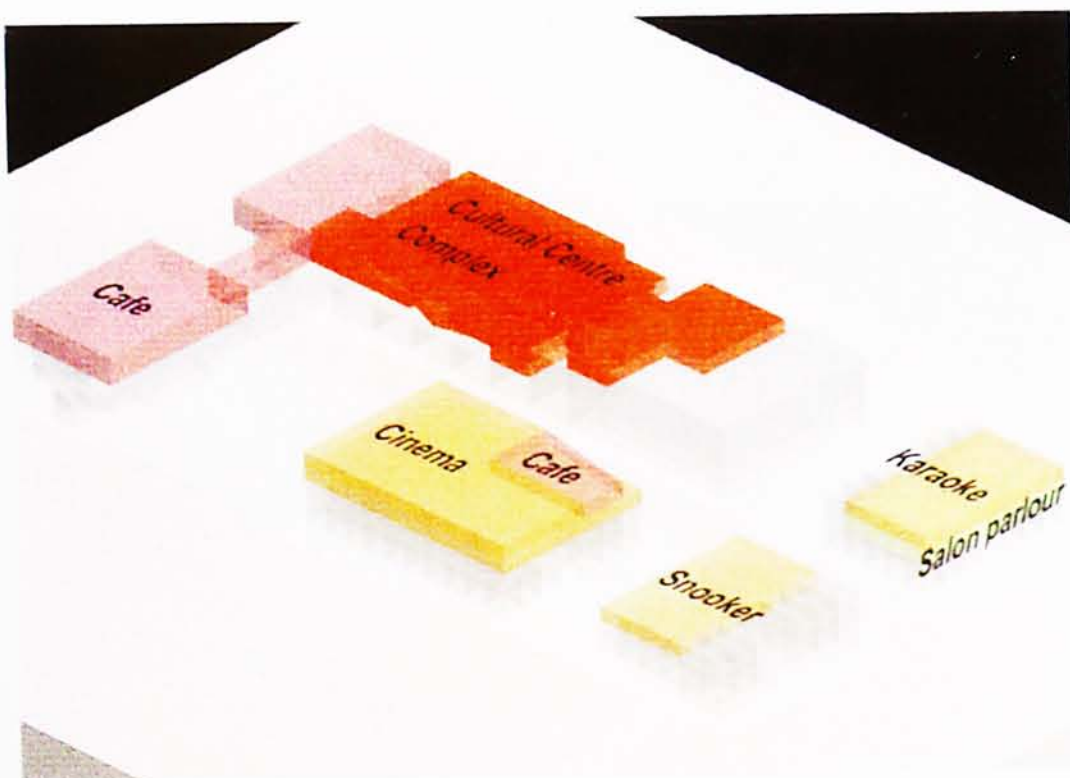
FINAL DESIGN
FIRST FLOOR PLAN
SECOND FLOOR PLAN



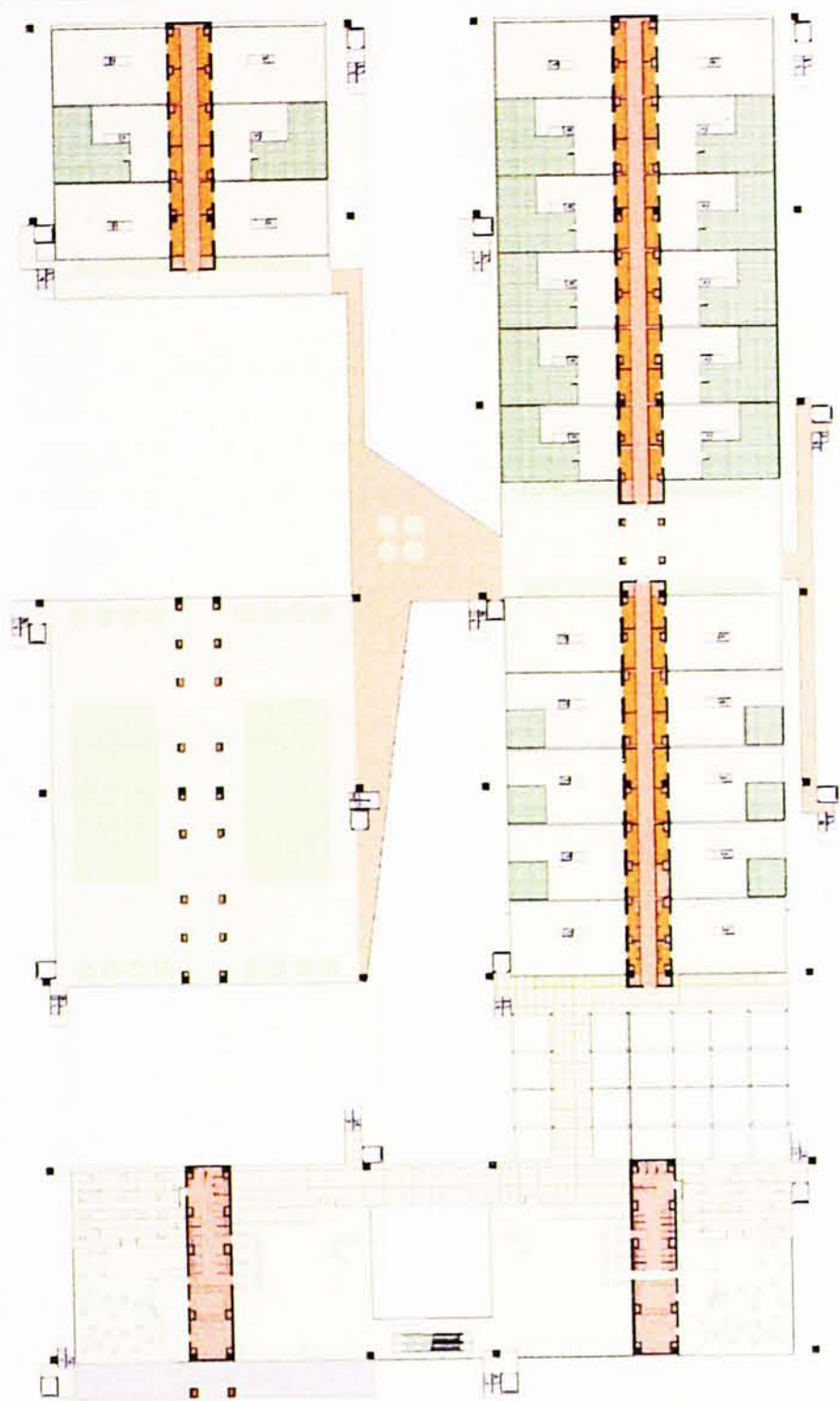
Third Floor Plan



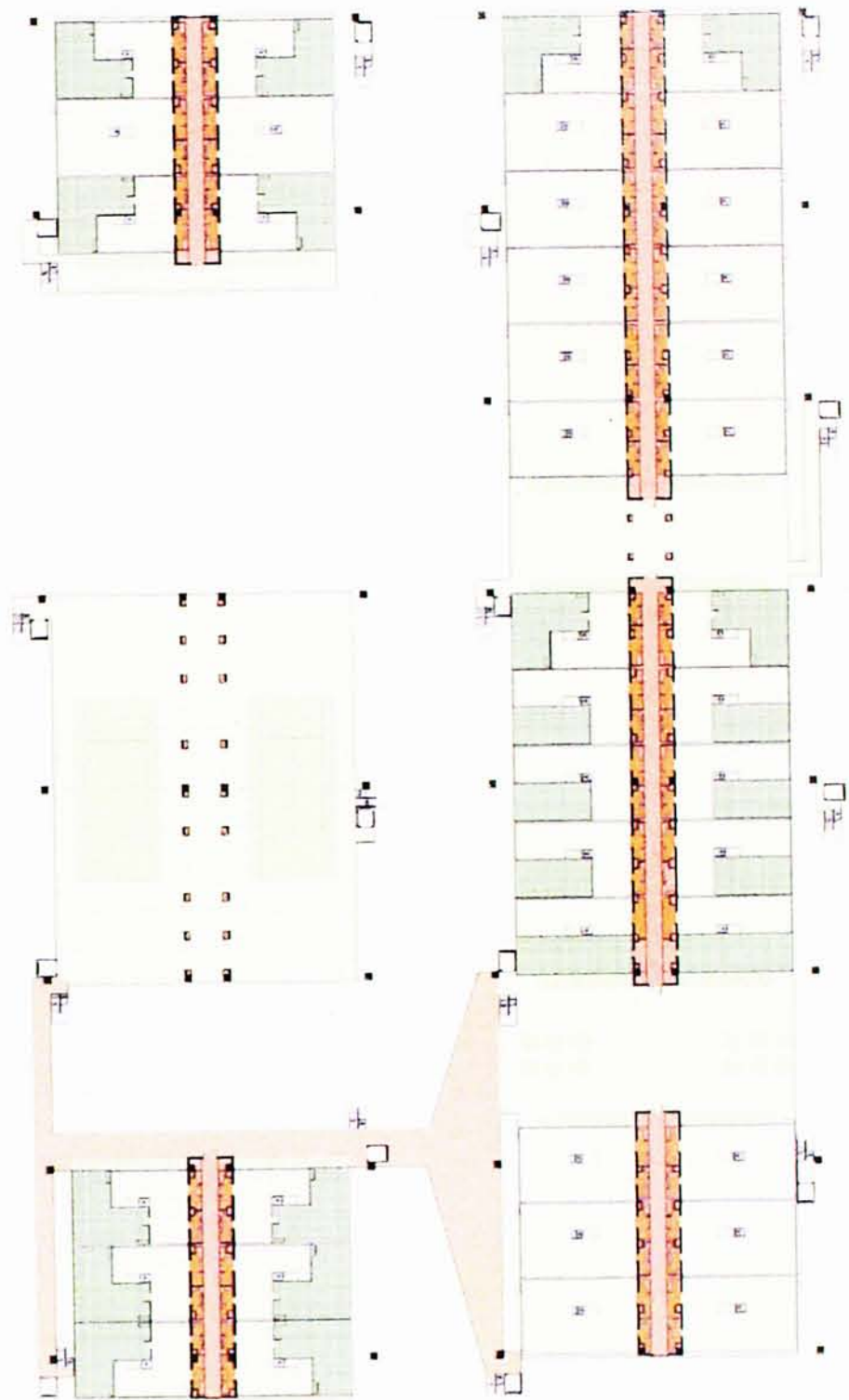
Fourth Floor Plan



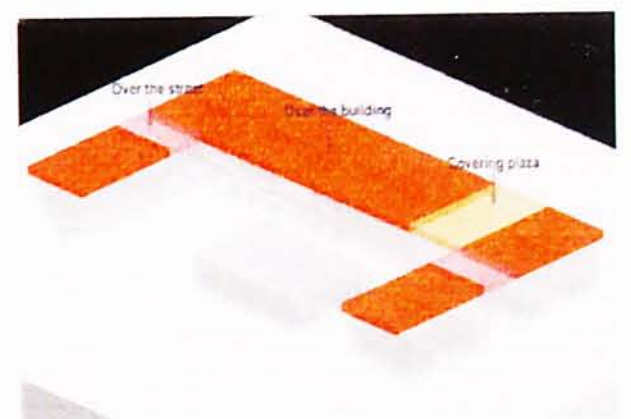
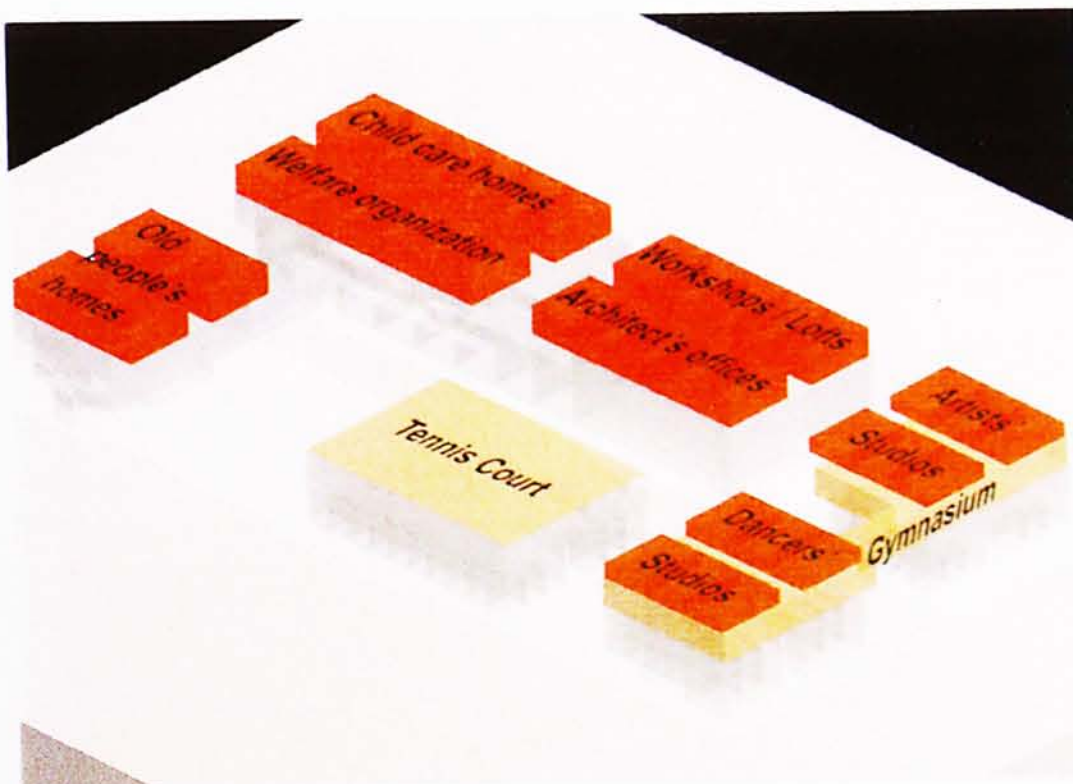
FINAL DESIGN
THIRD FLOOR PLAN
FOURTH FLOOR PLAN



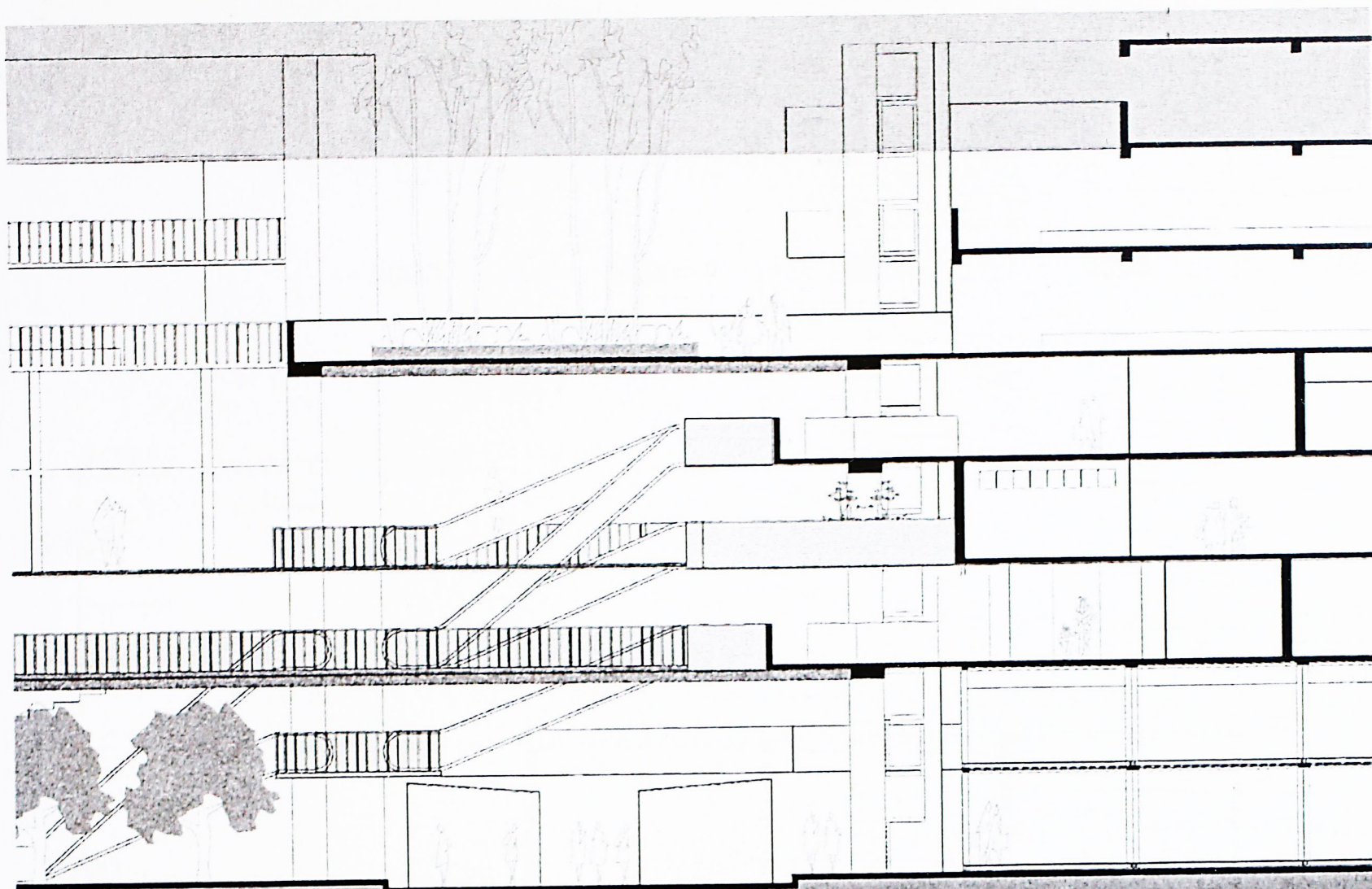
Fifth Floor Plan



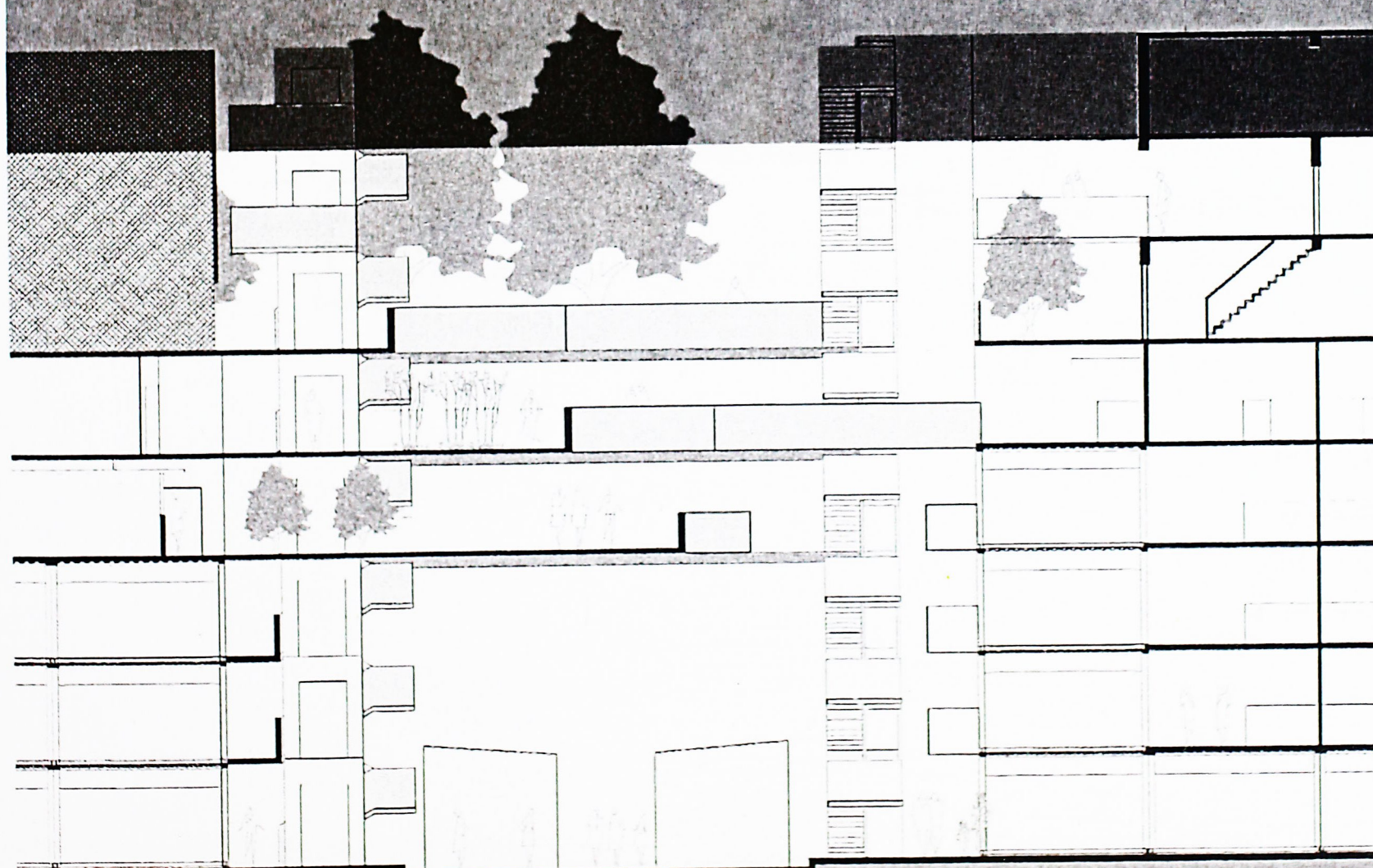
Sixth Floor Plan



FINAL DESIGN
FIFTH FLOOR PLAN
SIXTH FLOOR PLAN



A Section showing a cultural centre
with communal green space, retail shops and the streetscape

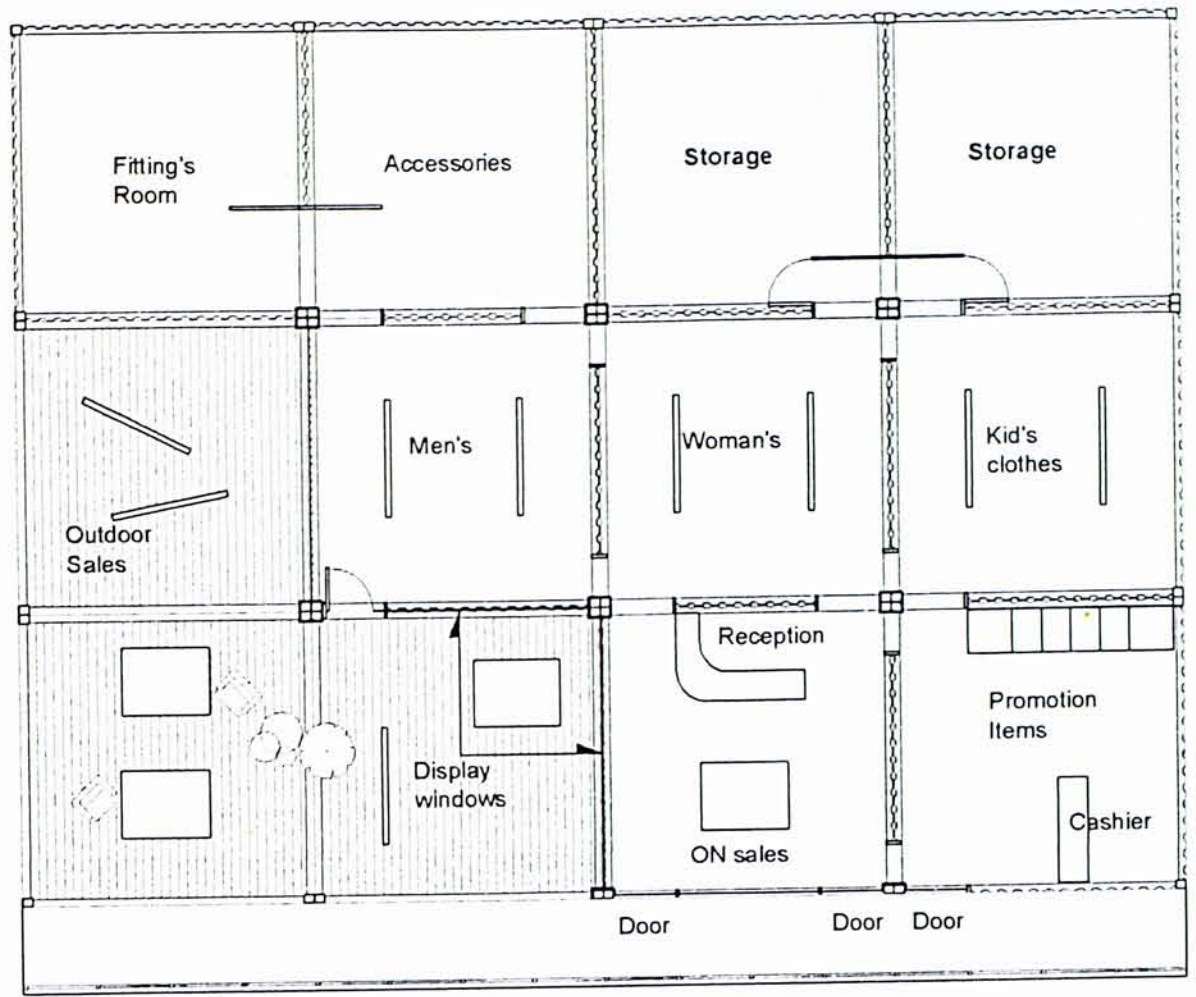


A Section showing a habitable environment
with workshops, communal bridges, sports and entertainment

Two scenarios showing 2 various program / spatial arrangement

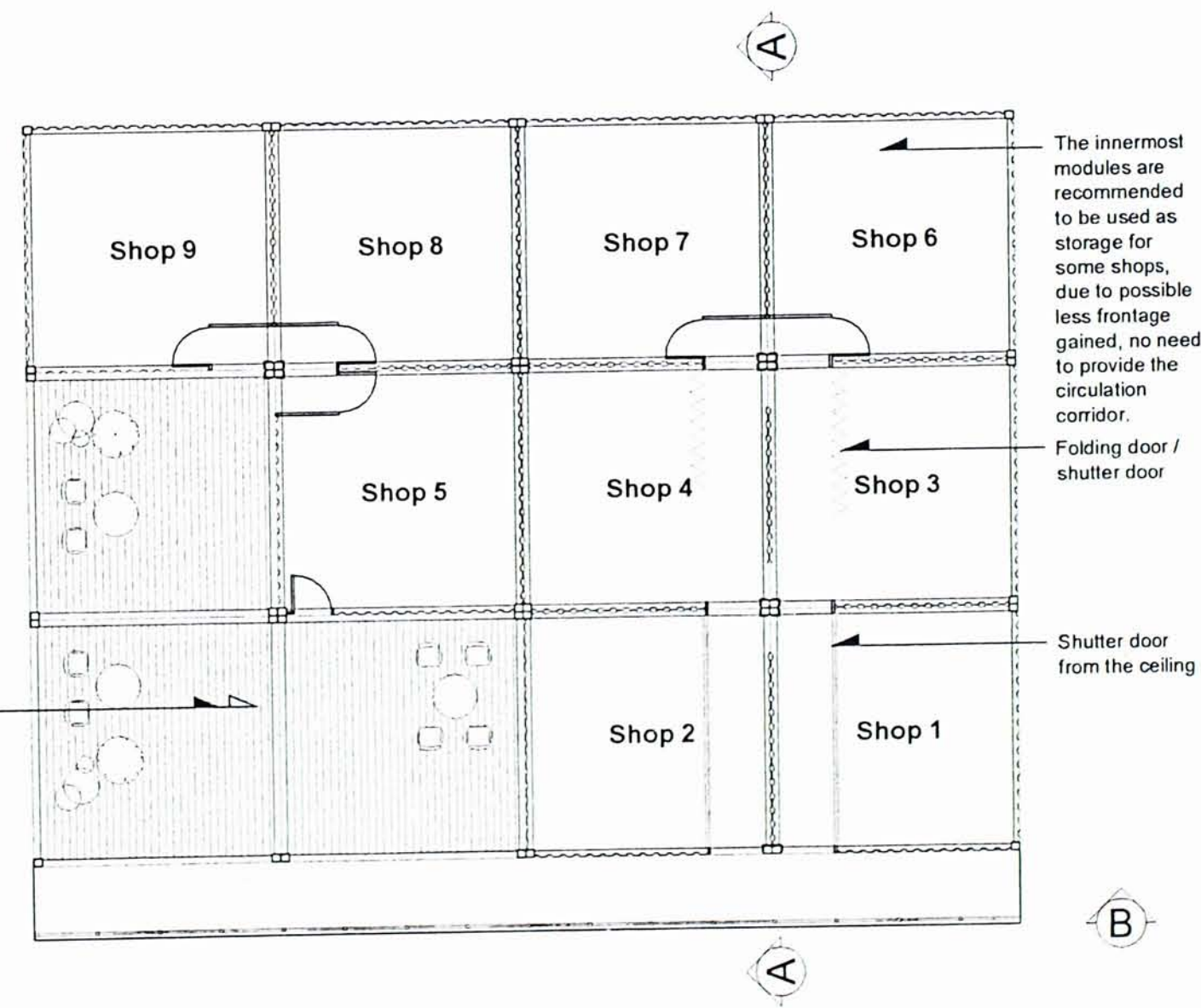
Scenario 2
A Chained clothing boutique

The whole lot (12 units) owned by a larger owner e.g. chained shops as U2, Giodano, or even a fastfood shop / restaurant. The public space can be used as outdoor cafe, gardens, reading, sales, etc



Scenario 1
Individual retailers

Every shops owned by individual shop owners, while the common space owned by the public sector, designed as leisure area, sitting, advertisement, landscape gardens, temporary functions, etc



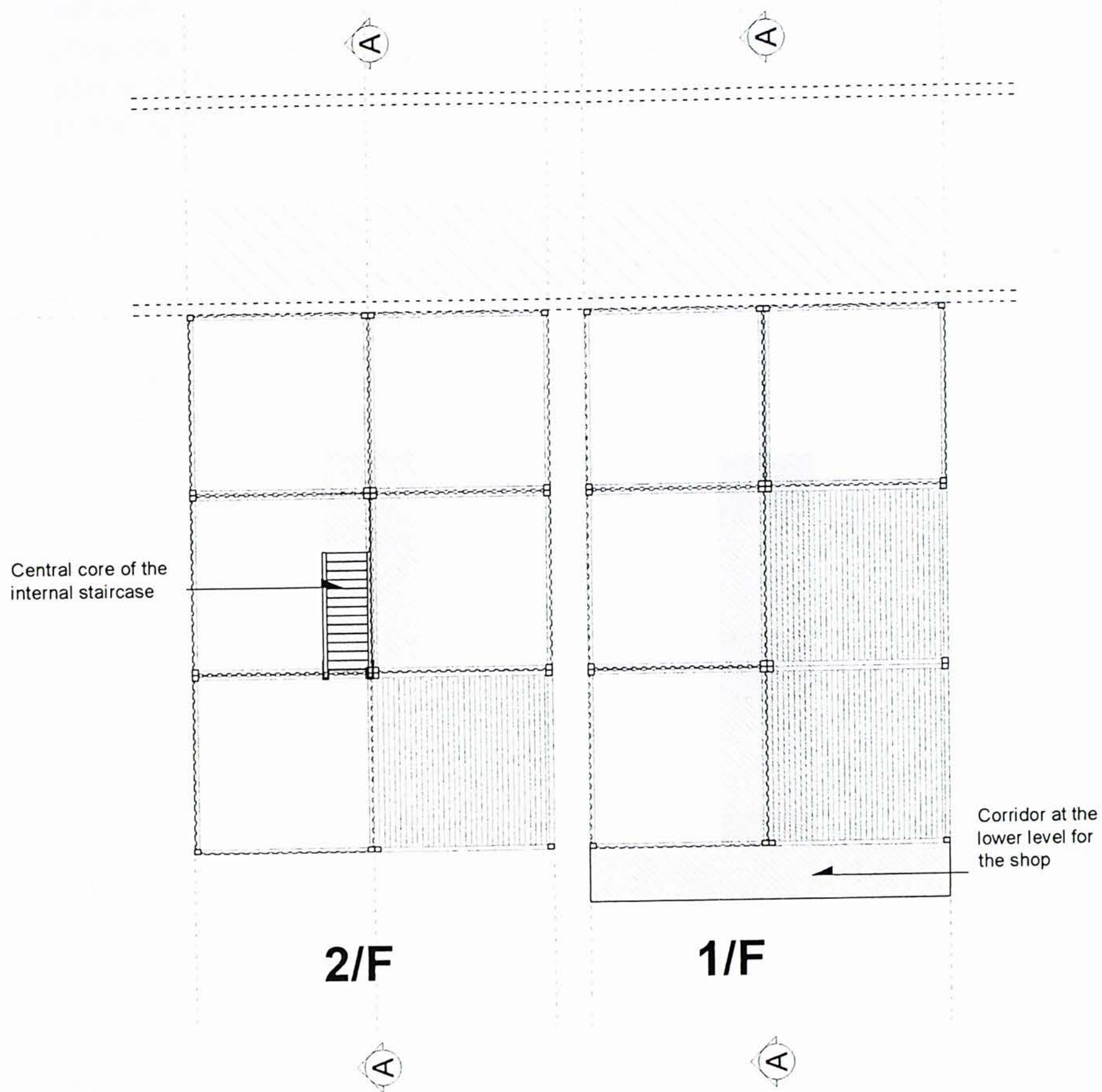


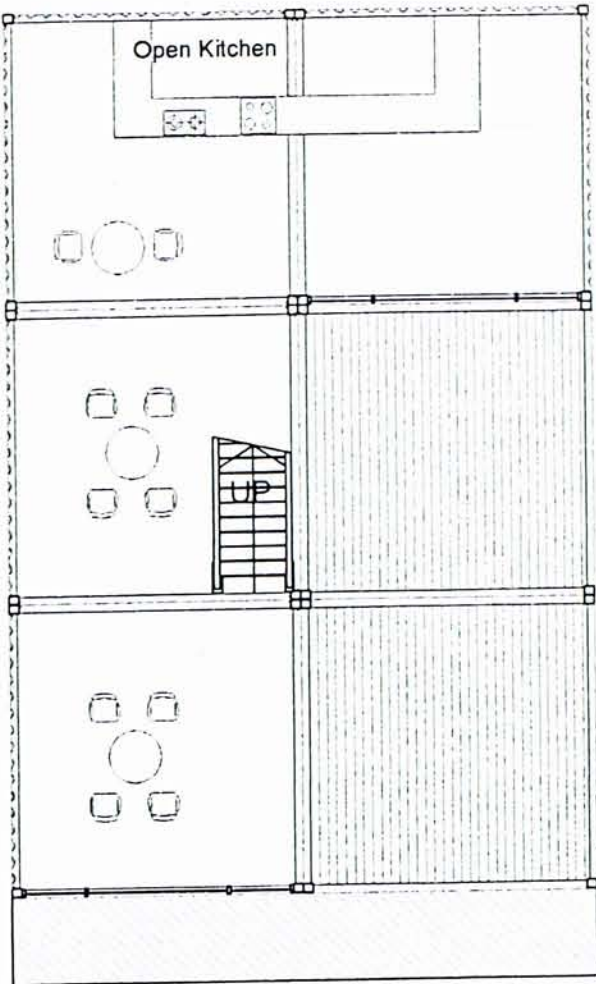
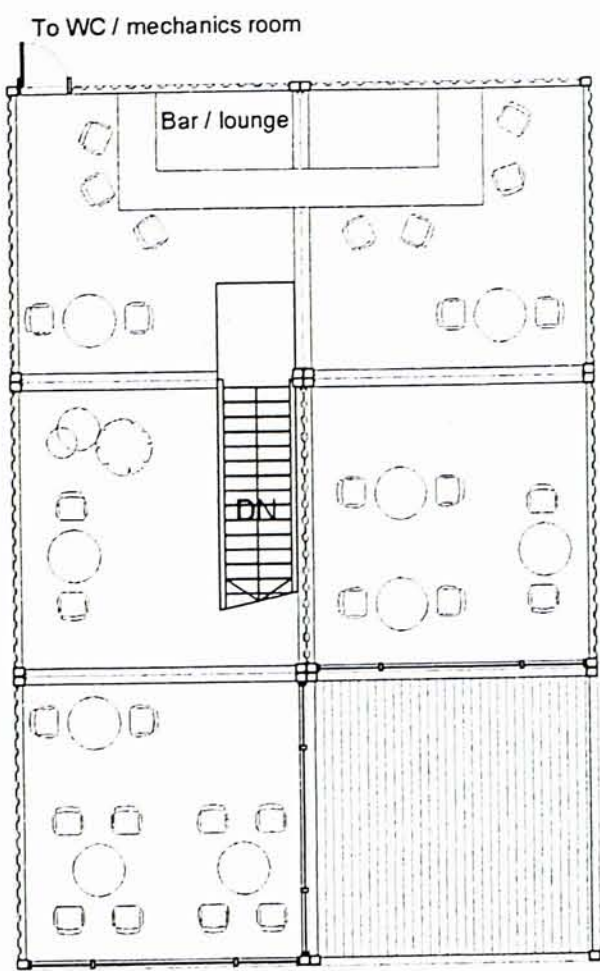
Diagram showing
a typical group of
duplex units -
circulation &
service zone

Two scenarios showing 2 various program / usage of the public space

Scenario 2

A bar & restaurant occupie 2 floors

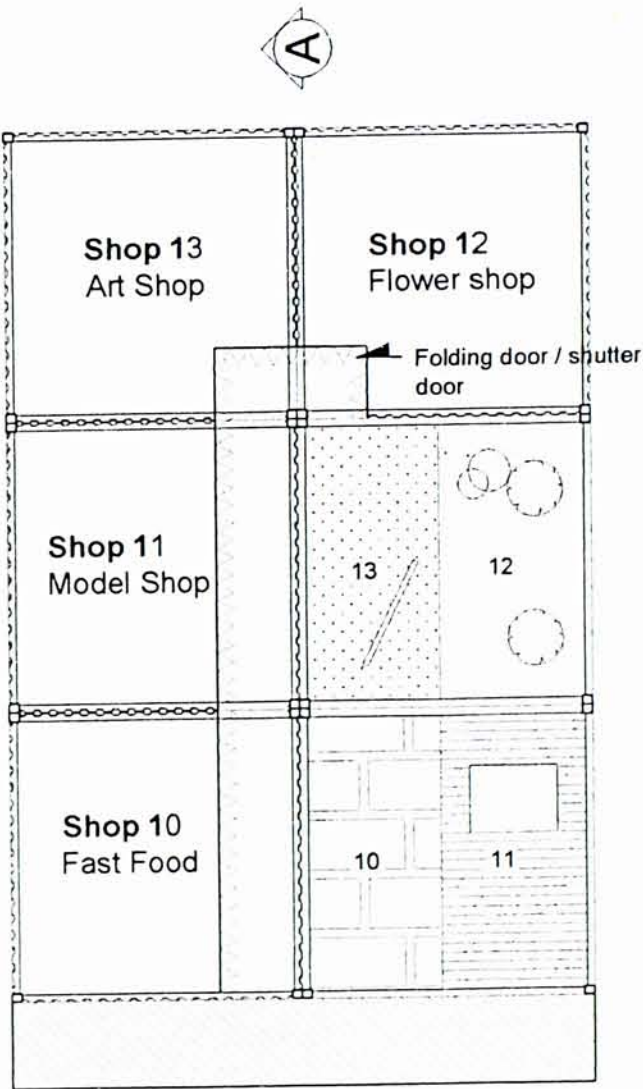
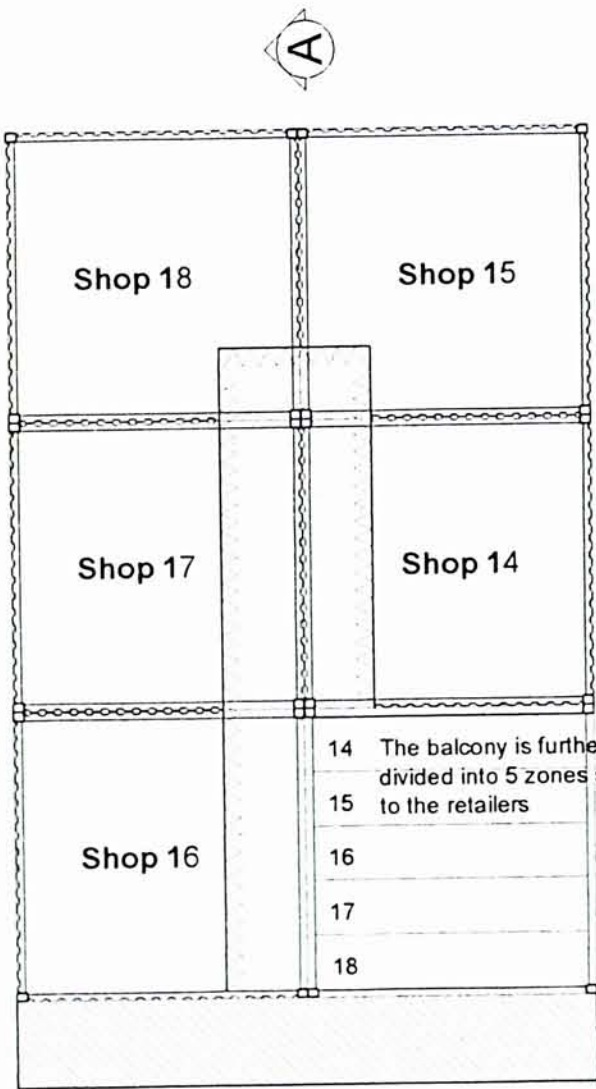
The whole lot (12 units) owned by a larger owner e.g. a restaurant. The public space can be used as barbeque, special parties, etc



Scenario 1

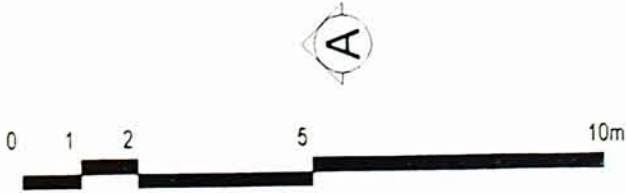
Individual retailers separate by 2 floors

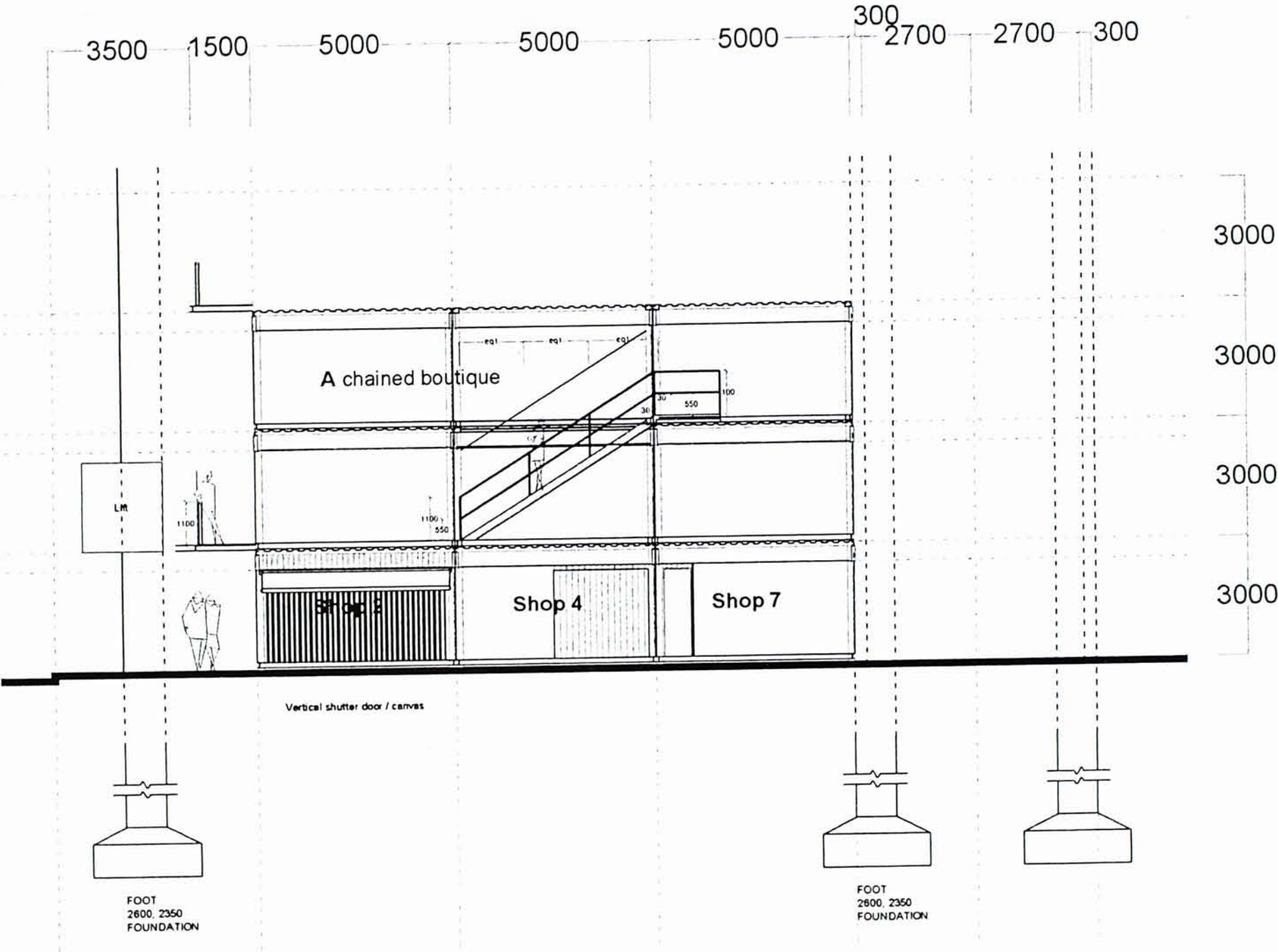
Every shops owned by individual shop owners, while the common space owned by the public sector can be further divided into 9 smaller zones sold for the retailers. They can have different usage of that such as advertisement, planting, sales promotion, stand, etc



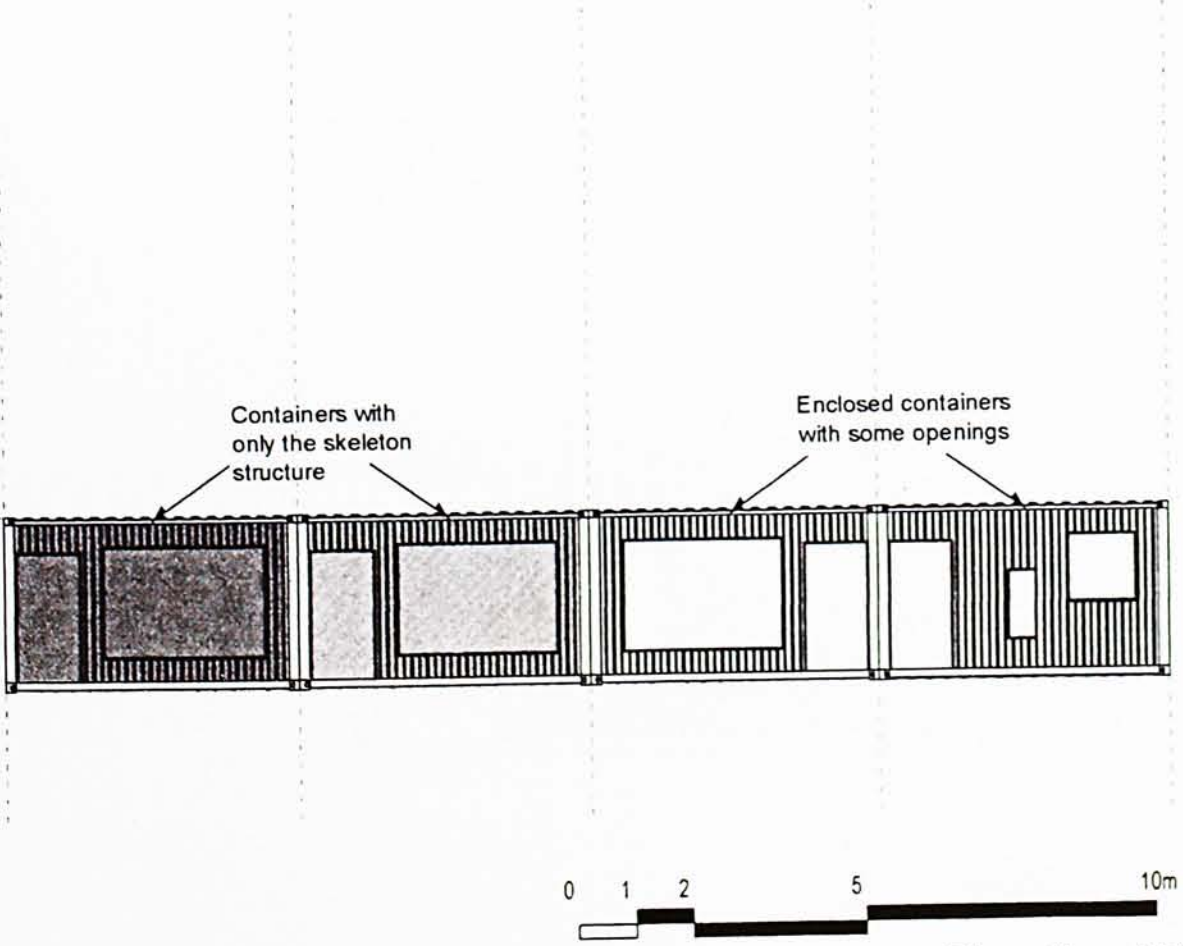
2/F

1/F





SECTION AA

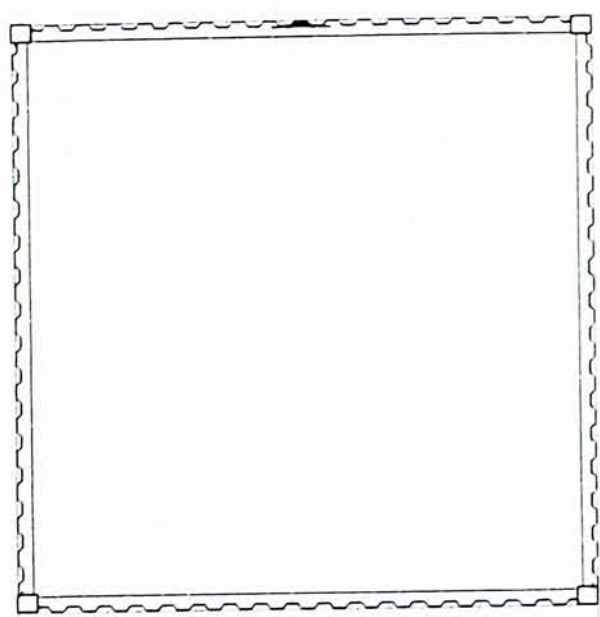


Elevation BB

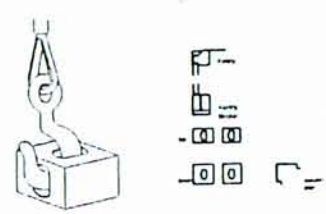
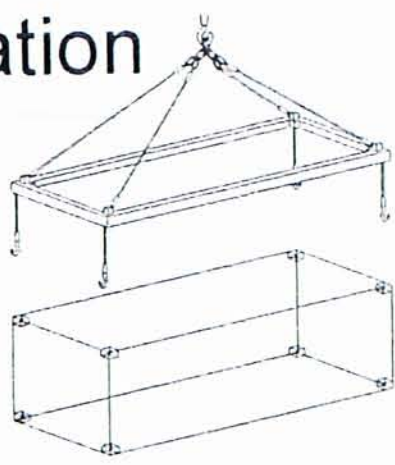
Typical details of a container module

Plan

Self structured prefabricated container module with corrugated Al skin and framed skeleton. Detail showing the interior panel attachment.

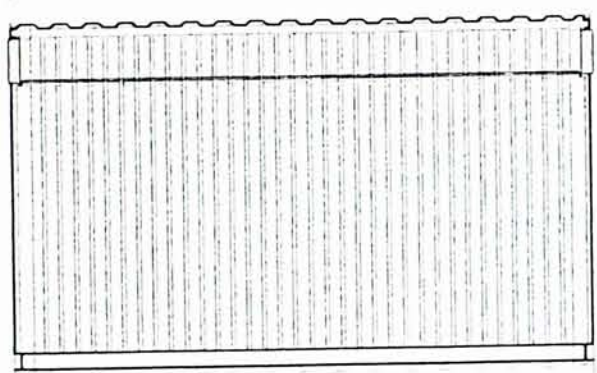


Transportation method



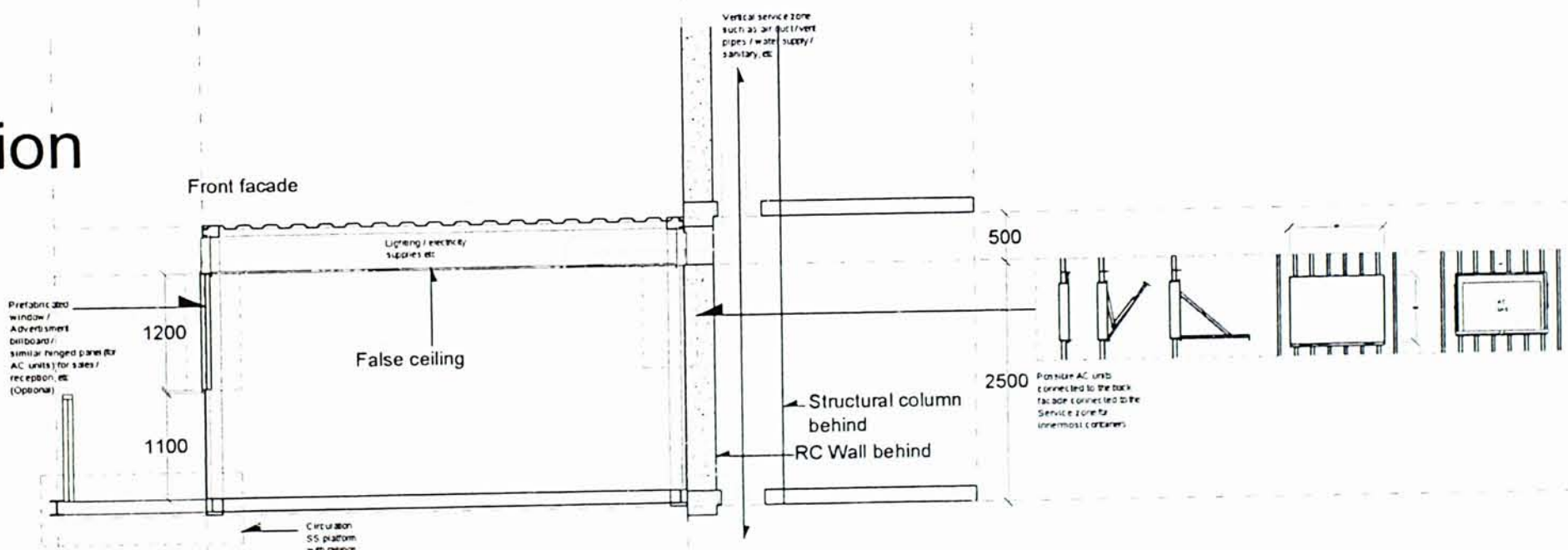
Section

An enclosed container



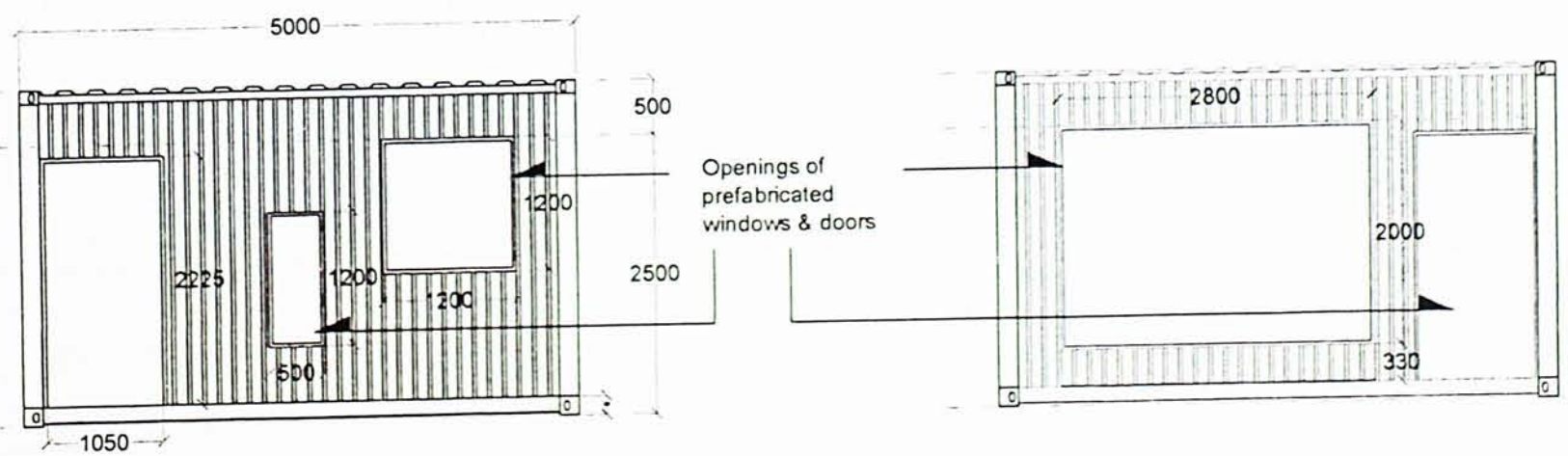
A container without all skins, supported by skeleton frame

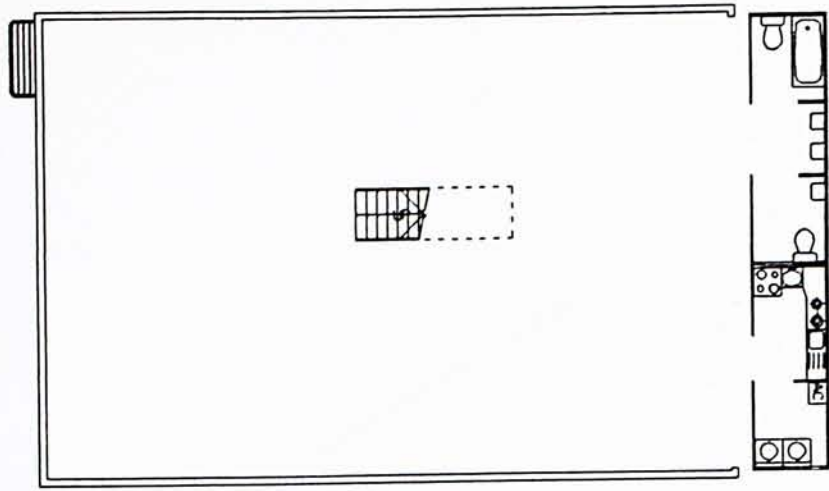
Section



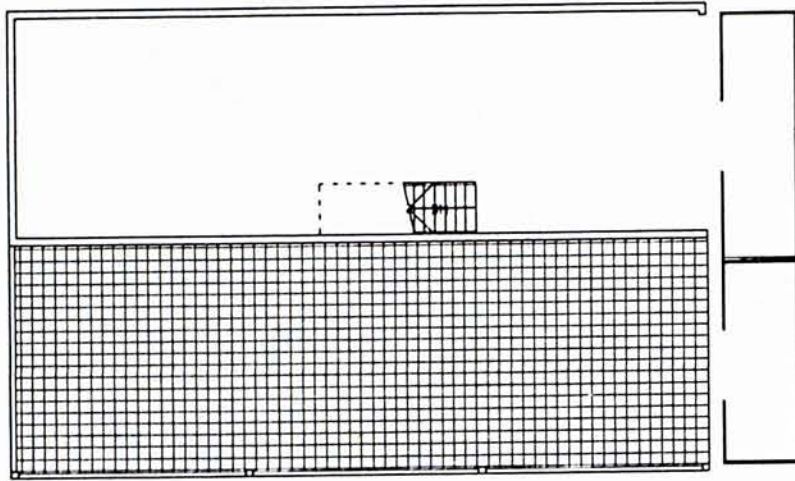
Elevation

Possible examples of facade of the container





UPPER LEVEL

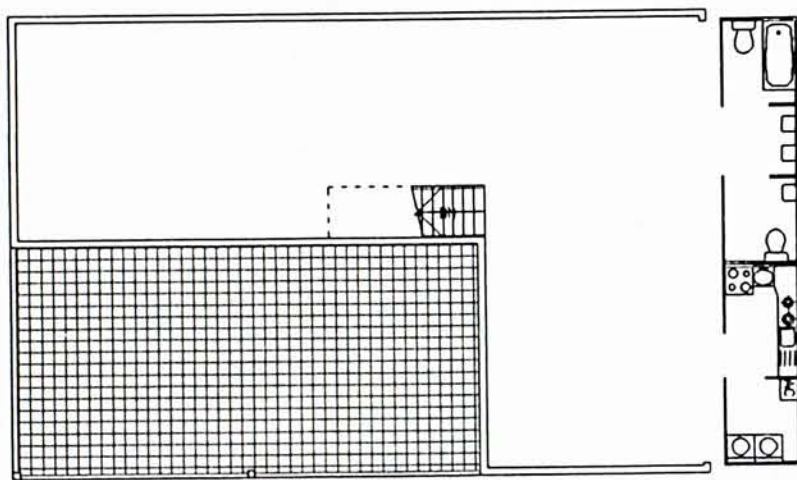


LOWER LEVEL

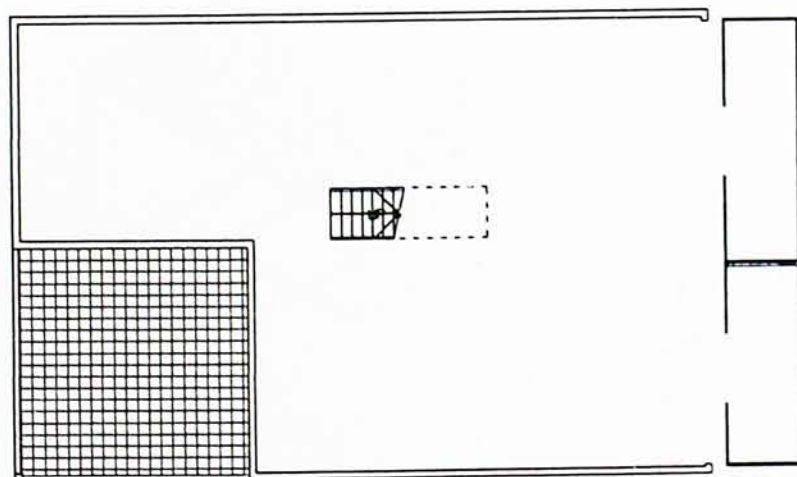
HABITABLE MODULE
TYPE A

Flexible combination by mirror the floor plans on either upper level or lower level to give more types of modules.

Either commercial and habitation purpose can be flexibly arranged according to different usage and interior planning. Simple kitchenwares and sanitary plug-in facilities are provided for basic daily functions.

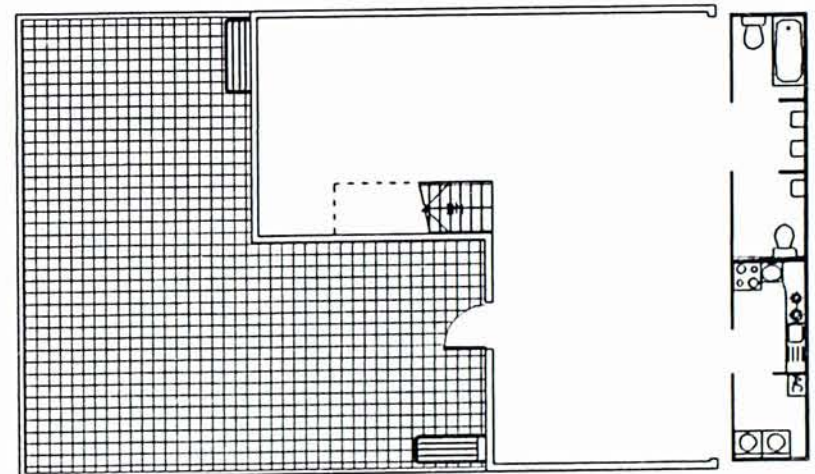


UPPER LEVEL

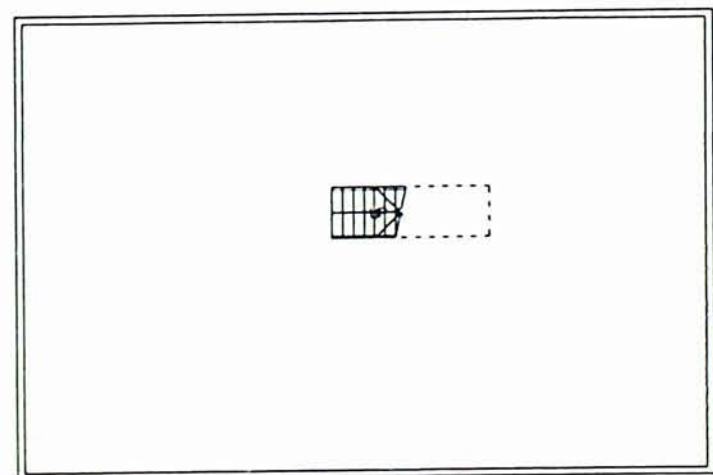


LOWER LEVEL

HABITABLE MODULE
TYPE B

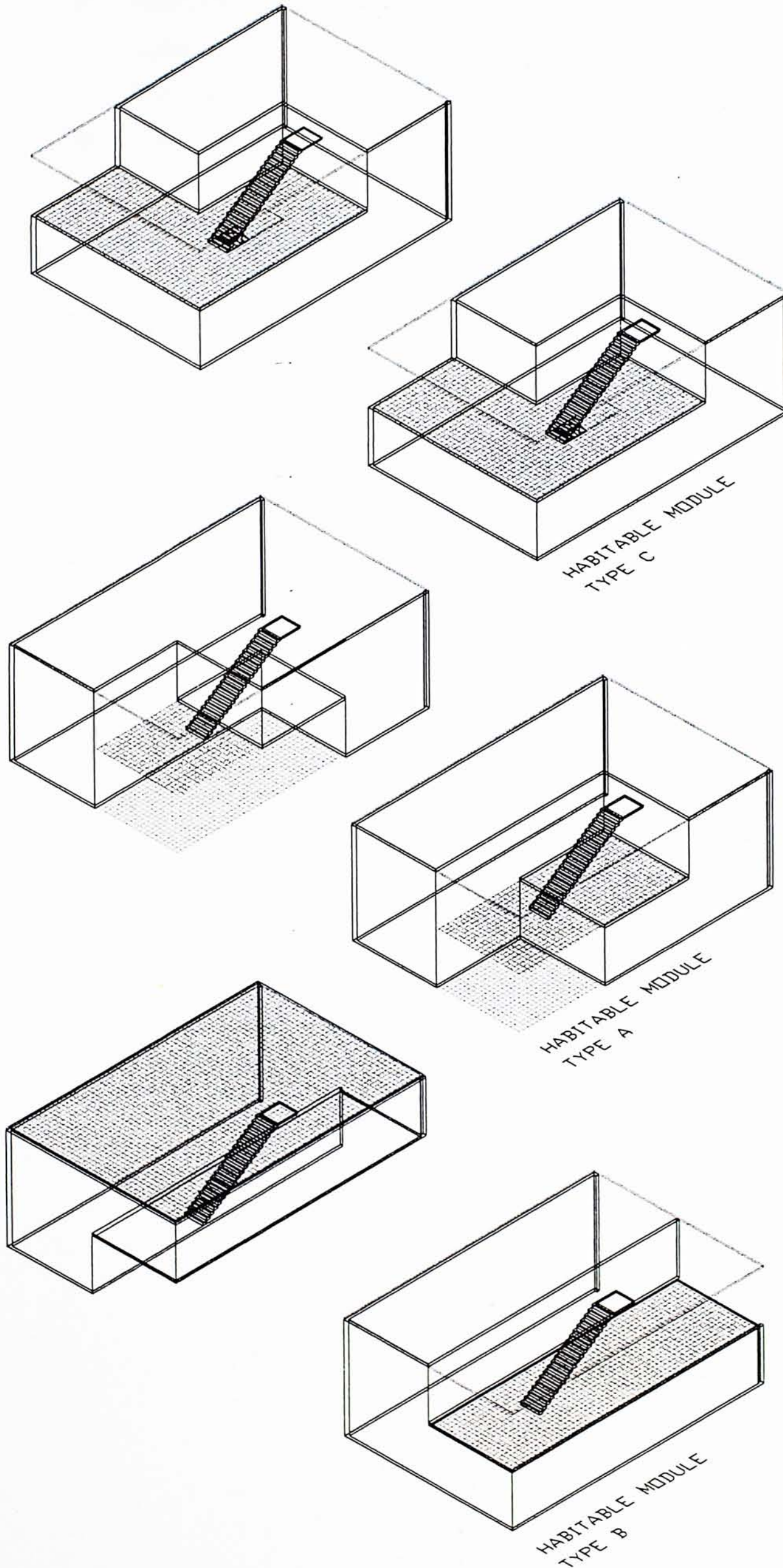


UPPER LEVEL



LOWER LEVEL
HABITABLE MODULE
TYPE C

The 'floor plate' that is not covered at the facades can be used as common open space depending the ownership of the entire workshop. These spaces can be used as green space, outdoor working area, etc



THE DESIGN AS A SUMMARY

- AS a Layering system or an independent system to “rehabilitate” the city
- A Framework (External) – within which exists orderly, randomly and existing parts.
- Assimilated Model : A computer system with
 - Software
 - Hardware
- A Program (Internal) - chosen to test for the idea – it is not necessary to have specific program to work with the “framework”
- The system acts as a middleman

A MERGED ORGANISM GROWING IN FUTURE

With :

Three main design concept

- 1 MONG KOK UNDER 7 STOREYS - 7 STOREYS WITHIN MONG KOK
- 2 SOFTWARE & HARDWARE
- 3 FAÇADE COVERAGE

Reference:

1. Footbridge System along Mong Kok Road and Sai Yee Street Plan for Gazetting under roads (Works, Use and Compensation) Ordinance (Chapter 370), HIGHWAYS DEPARTMENT HONG KONG
旺角道路工程,使用及補償)條例(第 370 章)而在惠報公布之圖則, 香港路政署(九龍區)

Acknowledgements

- 1. Public Records Office of Hong Kong Reference Library
- 2. Housing Department
- 3. Hong Kong museum of History
- 4. Mong Kok District Council
- 5. Urban Renewal Authority
- 6. Town Planning Board

Special thanks to

- 1. Mr. Nicholas Brooke, Insignia Brooke, International real Estate Advisors
- 2. Ms. Eunice Mak, Housing Department of Hong Kong

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